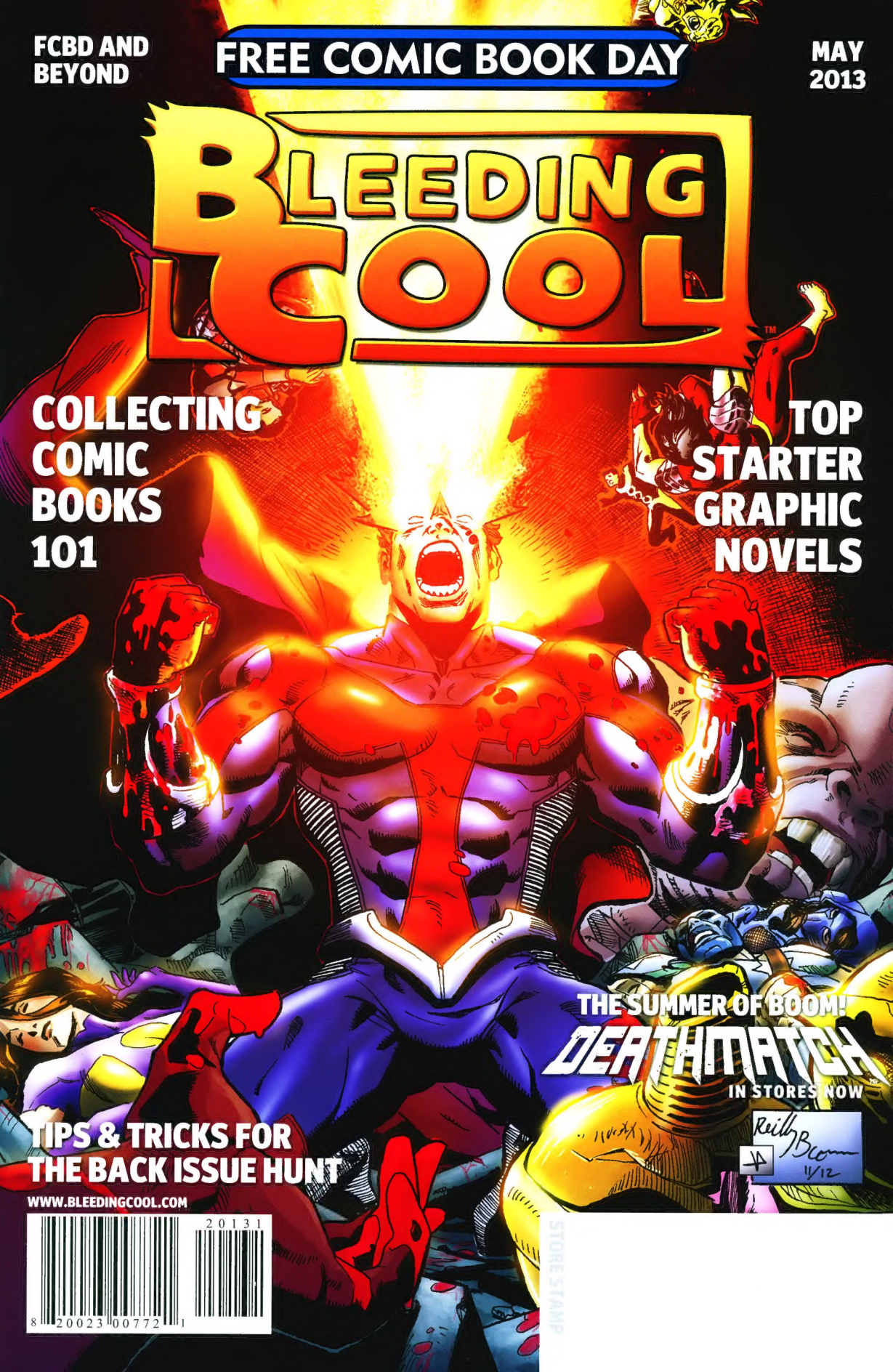

FCBD AND BEYOND
FREE COMIC BOOK DAY
MAY 2013
BLEEDING COOL
COLLECTING COMIC BOOKS 101
TOP STARTER GRAPHIC NOVELS
THE SUMMER OF BOOM!
DEATHMATCH
IN STORES NOW
TIPS & TRICKS FOR THE BACK ISSUE HUNT
WWW.BLEEDINGCOOL.COM
20131
8 20023 00772 1

BCM FCBD Introduction by Rich Johnston

Free Comic Book Day says so much. Free comics. One day. But how free is free? Well the publisher has to pay to create and print them, your friendly retailer has to pay for them from the distributor. Not much, ten cents here, thirty-five cents there. But that's probably why he or she won't let you take all of them. The idea is that you'll like the ones you pick up so much, that you'll come back and buy some more.

How will you find the money? Well, as our price guide shows, certain Free Comic Book Day comics have a habit of actually being worth something in the near future. The Ugly Doll Comic with Hello Kitty is probably a good bet to appreciate, as is whatever Image will be showing off.

Of course, they may be so good you just won't want to part with them. It's a dilemma.

But welcome to comics! If you haven't read a comic before, we've got a few ideas of what you might like to pick up next. Bleeding Cool Magazine comes out every other month and features exclusive interviews and articles you can't find on the web. The Bleeding Cool website, updated non-stop each day delivers your breaking news and gossip. If you like what's inside this Free Comic Book Day version, why not pick up one of the bigger, full size versions too? And definitely come to the website. Visiting Bleeding Cool online is like keeping Free Comic Book Day going every day...

Contents

002 WELCOME TO FREE COMIC BOOK DAY! by James Kuhoric

003 COMIC COLLECTING 101 How-to Guide by James Kuhoric

009 AN EXPLOSIVE SUMMER WITH BOOM! Preview

012 TEN COMICS THAT COULD CHANGE YOUR LIFE by Rich Johnston

015 IDW'S MONSTER SUMMER Preview

019 THE TEN BEST COMICS (THAT NO ONE ELSE WILL TELL YOU ABOUT) by Rich Johnston

024 YOUR FRIENDLY NEIGHBORHOOD COMIC SHOP by Keith Davidsen

028 THE ROAD TO HARBINGER WARS by Jim Kuhoric

035 TIPS AND TRICKS FOR THE BACK-ISSUE HUNT
by Rich Handley

039 SEEKING ABSOLUTION
An Interview with Christos Gage

044 TOP FIVE STARTER GRAPHIC NOVELS
by J.C. Vaughn

047 PRICE GUIDE
for Collectors and Sellers

Bleeding Cool Online

Daily news and opinions about comics, TV, and film: **bleedingcool.com**
Contact: **bleedingcool.com/contact**
Forums: **bleedingcool.com/forums**

Bleeding Cool Staff

William Christensen: Publisher
Mark Seifert: Creative Director
Jim Kuhoric: Editor-In-Chief
Ariana Osborne: Lead Designer
Richard Johnston: Head Writer
Brendon Connelly: Staff Writer
J.C. Vaughn: Contributing Writer
Rich Handley: Contributing Writer
Keith Davidsen: Contributing Writer
David Marks: Director of Events

All images contained within are TM and ©2013 their respective owners. All rights reserved. Please direct editorial and retailer inquiries and contributions to Jim Kuhoric: jimkuhoric@bleedingcool.com. Inquiries regarding advertising in Bleeding Cool Magazine or Online should be directed to jimkuhoric@bleedingcool.com. Any statements made, expressed or implied, in Bleeding Cool Magazine are the opinions of columnists or persons being interviewed and do not represent the position of the publisher.
Printed in Canada.

Next Issue:
See Inside Back Cover for Details!

Bleeding Cool Magazine Free Comic Book Day Issue.
May 2013.
Published by Avatar Press, Inc. 515 N. Century Blvd. Rantoul, IL 61866. ©2012 Avatar Press, Inc.

WELCOME TO FREE COMIC BOOK DAY!

by James Kuhoric

Welcome to Free Comic Book Day, the annual comic shop event that invites fans new and old to experience the diversity of comics! There are comic books for every taste – from the super spandex to the darkest horror, to the quirkiest slice of life. It doesn't matter if you are reading your first comic book, have come back to the hobby after several years, or are an avid regular Wednesday Warrior – the thrill of finding a story, writer, or artist that speaks to you is the magic of the medium.

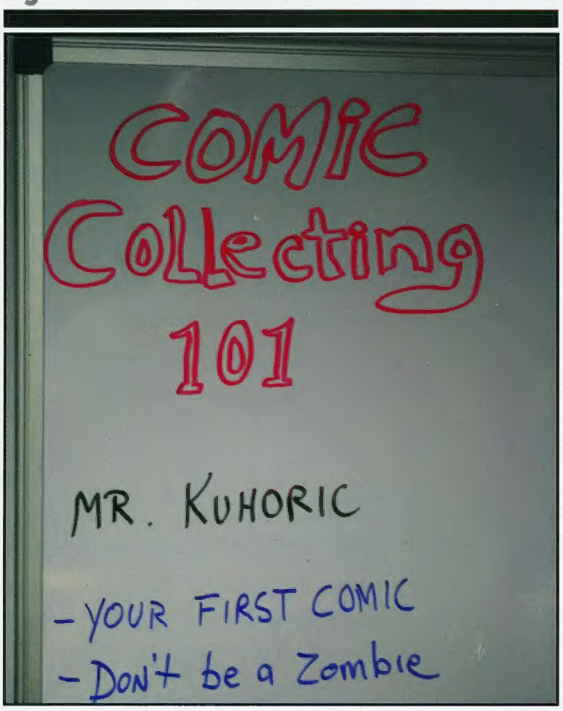
And we are glad that you chose to share your comic book passion with us, here at Bleeding Cool. We've spent the last few years bringing you the breaking news and rumors surrounding comics at www.bleedingcool.com. Rich Johnston's unique insights, snark, and knack for digging up the dirt behind the scenes have entertained millions online. *Bleeding Cool Magazine* is our contribution to the hobby that has captured our imaginations and given all of us a chance to feel like we're part of something bigger. We want to bring the things that you can't get online to you at the comic shop, and help to introduce you to some of the most interesting projects being published. There is so much more to comics than the tried-and-true superheroes of yesteryear. We want to take you on a journey deeper into the field, uncover the gems that enhance your reading passion, and give you something new to enjoy.

This special issue of *Bleeding Cool Magazine*, designed to reach out to all of our readers, includes some content especially for those just discovering the world of comic books. We have features that present many of the unique ways to enjoy the hobby, which we hope will help you become familiar with – and a regular part of – the weekly excitement of new comics day. From general hobby info to Rich Johnston's best trade paperbacks lists to the coolest summer projects, we attempt to give you everything you need to have fun on this special day, and to become a part of the comics faithful.

Enjoy this issue – it is just for you! And please take a moment to thank your local comic book retailer for supporting Free Comic Book Day, *Bleeding Cool Magazine*, and the hobby that you are now a part of.

COMIC COLLECTING 101

by James Kuhoric



Welcome to Comic Collecting 101. I'm your instructor for this short class, and I'll be walking you through some of the best ways to start and enjoy one of the most colorful and creative hobbies out there. Fear not, as I'm here to tell you that you don't need to be Sheldon from *The Big Bang Theory* to get into comics. But do pay attention... because there will be a test at the end.

Your First Comic Book

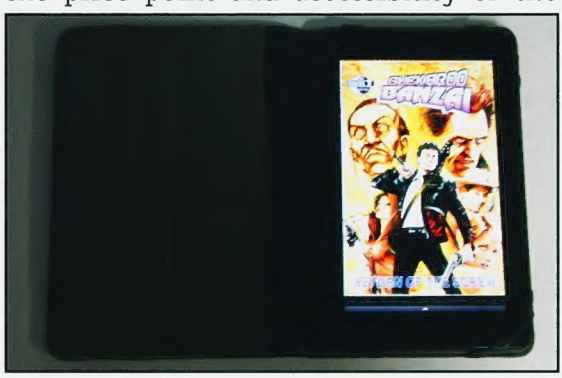
You've already taken step one by visiting a local comic book retailer on Free Comic Book Day. If you are reading this issue, then you've likely attended a special event and partaken of a nice selection of free comics. By now, you realize that there is an incredible wealth of diversity in comics and there are books which will interest just about anyone from any background. And so you have uncovered the first rule of comic collecting: Buy what you like. If you are a fan of superheroes, or horror, or television programs, or science fiction, or romance – whatever it is you enjoy – start there. Search the new comic racks for things that catch your eye and buy a nice sampling of different titles from various publishers. As you find books that you like, tell your friends or the local comic shop owner, and they can recommend other books you may enjoy.

Don't Be a Zombie

One mistake that some young readers make is to insist that one company alone makes comics that they enjoy. Yes... it is true, when I first started collecting during the Stone Age, I was a Marvel zombie. And while I thought I was getting all the best comics out there, I was really missing out on a big chunk of great books. As you become more involved in the hobby, you will find that your tastes will start to navigate toward specific writers or artists or genres. You may start to read certain characters or titles, and those will make up the beginning list for your collection. Pick up a nice diverse range of comics from different publishers each week, and you will start to find the books that most appeal to you.

Living in a Digital World

If you are like most folks today, you have a phone, tablet, or computer on which you can read digital comics. For the traveling fan, there is no better way to read comics than to have a nice library you can carry with you in one small device. And the price point and accessibility of the



digital download can help you to sample a wide range of titles. Reading digital comics provides a great supplement to anyone's collection. They don't give you the same satisfaction of searching for and preserving a physical copy, but they are the ultimate in convenient sampling.

One of the Chosen

Once you have a nice selection of comics that you enjoy, ask your local retailer if it offers a subscription service. Many times, local shops will offer a discount for comics that you add to your pull list, and you can be sure that you won't miss any issues or be the victim of a comic that sells out on day one. Using a subscription service offers benefits – you may get special variant editions or first crack at older collections that arrive at the store. There's something about walking into a comic shop, proceeding to the counter, and having the retailer hand you a personally selected stack of books for you each week. Enjoy it.

If You Sell Them... They Will Come

Go where the comics are – visit your local retailer, go to a comic book convention, and search eBay for good deals on the comics you like. The best way to grow your collection is to visit places offering a large selection of books. There is no better place than a local comic convention to start filling in the gaps in your collection. With thousands of comics in the same place, you are bound to be exposed to new titles, find back issues that you need, and shop for great deals.

Preservation Is the Better Part of Valor

So you've bought some comics and are hooked on a few series. Now what? It is time to take care of those books so you can maintain their condition and maybe sell them one day for a profit. Your local comic retailer will have special boxes, bags, and boards that will keep your collection safe.

Be smart about the conditions where you store your comics. You'll want them to be in a safe, dry, and temperature-controlled environment.

Making the Grade

One of the most important factors in collecting comic books is understanding how the grading scale works. In general, you will want to find the best copy available of the comic you are buying. For simplicity's sake, consider these questions as you pull your new comics off the rack:

- Are there any creases in the spine?
- Are the corners bent or torn?
- Is the book perfectly flat, or does it have wave in it?
- Is the cover on straight, or is it mis-cut so you can see white paper outside of the background color?

Those are usually good enough indicators when you are buying new comics. When looking at older ones that likely have had previous owners, you will want to look a little harder. There may be writing on the comic, or it could have a coupon or panel cut out of it. It can't hurt to read over the Overstreet and eBay grading guides to understand how the pros rate comics.

Money, Money, Money, Money... Moneeeey

Many collectors enjoy the investment and speculation aspects of comics. It's like playing the stock market, except you are

using your knowledge of various titles, creators, and publishers to buy books that will appreciate in value. Every month, *Bleeding Cool Magazine* offers a list of "Hot Comics = Cash" that plays the speculation market and offers suggestions for these investments. Just remember – a little speculation can be fun and maybe make you some money, but when your hobby becomes your business, you may find that it isn't as much fun as it once was.

To Slab or Not to Slab... That Is the Question

Some consider the ultimate protection for your comics is to have them graded and encased in a protective plastic hard-shell. That isn't a cheap option –the service costs about twenty bucks for a basic slab. But if you are considering buying that high-grade copy of a desirable comic, there is no better way to know that the book is in a specific condition. The fine folks at CGC use a team of professional comic book graders to evaluate and assign the appropriate grade and then certify it with their impartial judgment. The advantage is that you are assured of the condition prior to purchase. The downside is that you can't actually read the comic since it is sealed in the protective case.

A Trip to the Holy Land

Every comic book fan should endeavor to make the trip to San Diego to attend Comic Con at least once. There is nothing like it. Imagine, if you will, a sea of comics, collectibles, and entertainment that takes up the same square footage as three city blocks. That's the magic of San Diego Comic Con. For a fan, there is no way to see all the sights, attend all the panels, or go to all the parties during convention week, but it is an emersion in all things geek that you will never forget.

Welcome to Comic Collecting

You've read the instructions and taken your first steps toward collecting comics. Everyone's collection will have different goals and contents. That's a big part of the fun. Now take what you've learned and start growing your collection. You'll find in no time that you are one of the regulars at the comic shop and are sharing your own tips with the new folks entering the hobby.

The Test at the End

I bet you thought it was a joke – but there is a test here at the end. It is just one question, but the answer to it will determine if you are a real comic collector or not. Ready? Here it is....

When you buy new comics, read them, and put them in your collection, how does it make you feel? If you answered with something positive like "good," or "happy," or "like a kid," then you are in the right place. That's what keeps us all coming back for more. Enjoy comics!

THIRD EYE COMICS

FOLLOW US

WWW.THIRDEYECOMICS.COM

MARYLAND'S COMIC BOOK SUPER STORES

TWO GREAT LOCATIONS

ANNAPOLIS
2027A WEST ST
ANNAPOLIS, MD 21401
410-897-0322

SOUTHERN MD
78 SOLOMONS ISL RD
PRINCE FREDERICK, MD 20678
443-968-2385

COMICS*GRAPHIC NOVELS*TOYS*APPAREL*SUPPLIES
NOVELTIES*SUBSCRIPTION SERVICES*MANGA

OPEN 7 DAYS A WEEK!
M–F: 11AM–9PM, SAT: 11AM–8PM,
SUN: 11AM–6PM

MAY 23-26, 2013

PHOENIX CONVENTION CENTER
HYATT REGENCY

PHOENIXCOMICON.COM

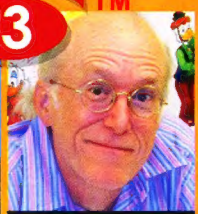
MEMORIAL DAY WEEKEND

PHOENIX COMICON 13™

ANNIE NOCENTI

BRETT BOOTH

CAANAN WHITE


DON ROSA

GREG CAPULLO

ETHAN VAN SCIVER

J. MICHAEL STRACZYNSKI

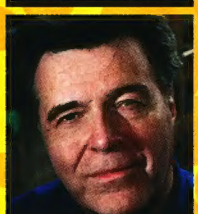
KATIE COOK

KIERON GILLEN

MIKE & LAURA ALLRED

MIKE MIGNOLA

MING DOYLE


NEAL ADAMS

RICHARD & WENDY PINI

SI SPURRIER

TARA STRONG

KRISTIN BAUER

RUTINA WESLEY

CHANDLER RIGGS

DANAI GURIRA

LAURIE HOLDEN

MICHAEL ROOKER

DEAN CAIN

SAM WITWER

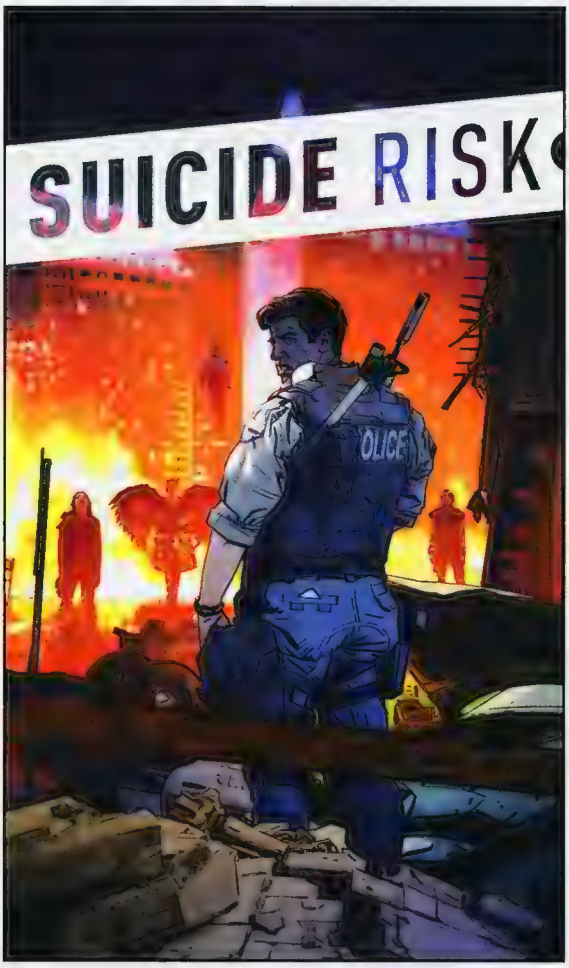
VALIANT · BOOM! STUDIOS · ASPEN · AVATAR · ONI PRESS · BLEEDING COOL · zenescope · BDI · McFARLANE TOYS · AdHouse Books

PHOENIXCOMICON.COM · FACEBOOK.COM/PHOENIXCOMICON · TWITTER.COM/PHOENIXCOMICON

AN EXPLOSIVE SUMMER WITH BOOM!

Preview

Summertime isn't just cookouts, fireworks, and skimpy shorts. It's also the time when some of the biggest new comic book releases hit and turn those scorching afternoons into supernovas. As the new issues start landing on the shelves we'll see mega-crossovers, high profile deaths, universes will be born and burn out, and all along we will have a front row view of the events shaping the world of comics. The first publisher to turn up the heat is BOOM! Studios with a trio of new comics that are must haves for poolside reading. Let's start the summer sizzle with *Suicide Risk*, the first ever indie original ongoing title by New York Times Best Selling author, Mike Carey!



Suicide Risk by Mike Carey

Super-powered people are inexplicably rising from the streets and there's a big problem: Too many supervillains, not enough superheroes. Heroes are dying, and cops are dying twofold. Humanity is underpowered and good people are suffering untold tragedies trying to stem the flow. Beat cop Leo Winters is one of those struggling to make a difference. And the answer just might come in the form of two lowlifes with a dark secret.

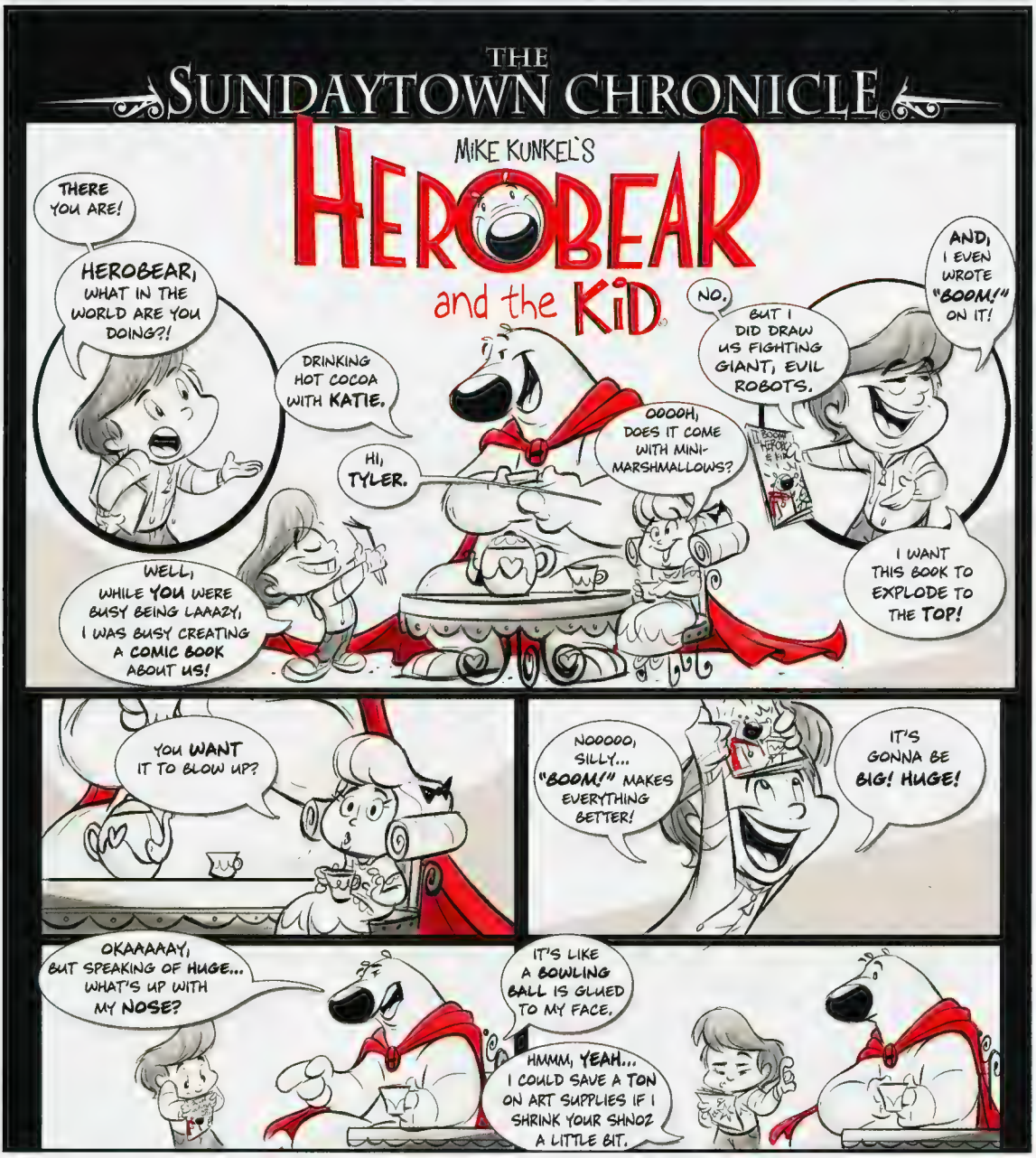
A new ongoing series by award-winning author Mike Carey (*X-Men, The Unwritten*) and fan-favorite artist Elena Casagrande (*Hulk, Hack/Slash*). *Suicide Risk* is a high octane, mind-bending series created by one of the industry's greatest storytellers.

Better take a dip in the pool to help cool you down, because the second summer shocker is the first ever original series created and written by the Master of Macabre, Clive Barker. But you should be warned, with Barker at the helm this series has the potential boil the pool water, melt your eyeballs, and flay the charred skin from your flesh in one unsettling sitting. Welcome to *New Genesis*!

***New Genesis* by Clive Barker & Mike Miller**

Julian Demond, captain of industry, has left behind everything to begin a walkabout -- he believes he's on a mission from God. While in the wasteland, he comes across a figure unlike any other, who calls himself Wick...and claims to be God. Their journey will span the globe, as neither man merely wants to make a mark on the world, but a scar.

Clive Barker, with internationally acclaimed artist Haemi Jang (*Hellraiser: The Road Below*), come together to create the next legendary work in the canon of one of the great writers of our era. Barker even provides the painted cover image to the signed ultra-limited edition incentive cover!


THE SUNDAYTOWN CHRONICLE
MIKE KUNKEL'S
HEROBEAR and the KID
THERE YOU ARE!
HEROBEAR, WHAT IN THE WORLD ARE YOU DOING?!
DRINKING HOT COCOA WITH KATIE.
HI, TYLER.
WELL, WHILE YOU WERE BUSY BEING LAAAZY, I WAS BUSY CREATING A COMIC BOOK ABOUT US!
OOOOH, DOES IT COME WITH MINI-MARSHMALLOWS?
NO.
BUT I DID DRAW US FIGHTING GIANT, EVIL ROBOTS.
AND, I EVEN WROTE "BOOM!" ON IT!
I WANT THIS BOOK TO EXPLODE TO THE TOP!
YOU WANT IT TO BLOW UP?
NOOOOO, SILLY... "BOOM!" MAKES EVERYTHING BETTER!
IT'S GONNA BE BIG! HUGE!
OKAAAAAY, BUT SPEAKING OF HUGE... WHAT'S UP WITH MY NOSE?
IT'S LIKE A BOWLING BALL IS GLUED TO MY FACE.
HMMM, YEAH... I COULD SAVE A TON ON ART SUPPLIES IF I SHRINK YOUR SHNOZ A LITTLE BIT.

Whew! After that monster, you need to grab a cherry snow cone and chill out. There's no better way to do that than to feel like a kid again while reading the return of Mike Kunkel's Eisner Award winning *Herobear and the Kid!* This was the original all-ages success story when it premiered a decade ago. Instantly a beloved classic, Herobear is finally back in comics with new adventures!

***Herobear and the Kid Special* by Mike Kunkel**

It's Picture Day at Tyler's school, and naturally he's forgotten! But before Tyler can pick his good side, he has to sneak out of class with his best friend Herobear to stop an attack on the Simpleton Bridge from the mysterious Von Klon and his Sub-of-Doom! ...and he better not lose his hall pass in the process. Don't miss as creator Mike Kunkel relaunches his Eisner Award-winning creation at KaBOOM! with a brand new original adventure!

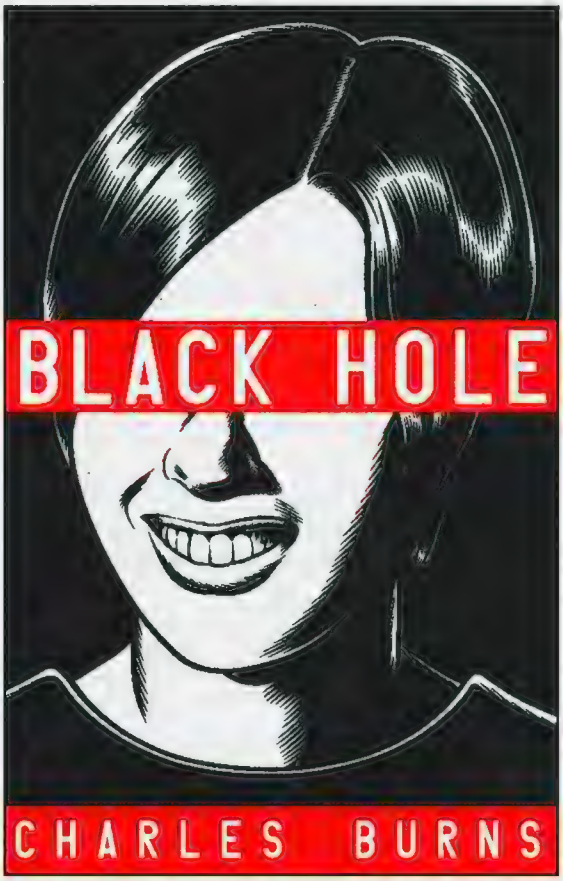
TEN COMICS THAT COULD CHANGE YOUR LIFE

by Rich Johnston

Are you ready for a comic that could change your life? These are the kind of stories that create obsessions, and not just about comics. These are the comics that change the way people see the rest of the world and each other. They create communities that bring people together and sometimes tear them apart. These are the comics that produce babies who are named after the characters and scar kids for life. And these comics don't just change life... they create it too.

The Invisibles by Grant Morrison et al.

More than any comic book published in recent years, this series of conspiracy-of-reality comics seems to have changed people's lives. They are tales of disaffected youth and the unveiling of true reality. It is the battle between the individualistic against the oppressive status quo and the evil creatures that maintain it. *The Invisibles* struck a solid nerve with many, made them re-examine their own life, have sex, take drugs, listen to better music, get better jobs, find more fulfilling partners and stop settling for what life pushed on them. The Barbelith community continues to this day and people are now reading *The Invisibles*... who wouldn't have even existed without the influence of *The Invisibles*.



Black Hole by Charles Burns

Dropped onto comics like a bomb, this hideous, stark, stylised story of small town America is the closest comics has gotten to the cinematic work of David Lynch (with honourable mentions to David Clowes' *A Velvet Glove Cast In Orin*). The ink seems to drip from the page from the exposed and still beating heart of humanity. A sexually transmitted disease that causes teenagers

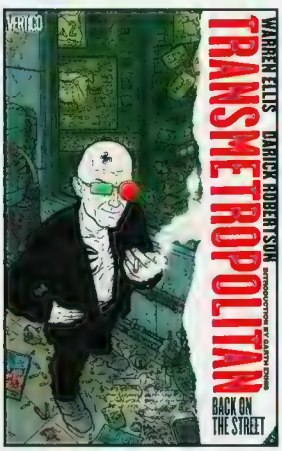
to mutate, is full of our most basic fears – but they are exciting ones, too. A decision-altering book...

V For Vendetta by Alan Moore and David Lloyd

Watchmen is always the favourite as life-changing goes, but often only in the way you see other comic books, or even other superhero comic books. *V For Vendetta* however can change the way you see government or religion. Both the comic and the film have inspired people to dress up as Guy Fawkes to oppose Scientology, the economic superpowers and income tax. It also spurs them to support Julian Assange and the Occupy movement. It even occasionally inspires one to blow up houses of Parliament.

Phonogram by Kieron Gillen and Jamie McKelvie

The Image comic book that spawned its own fanzine, parties, dance nights and even managed to introduce a whole bunch of music to people who would otherwise have been happy listening to Green Day. And would they really have been happy? It reminded us that music matters, and why it matters, because it is magic. Quite literally. *Phonogram* is possibly the comic most infused with pop culture imaginable, until *My Little Pony: Friendship Is Magic* came along, of course.



Transmetropolitan by Warren Ellis and Darick Robertson

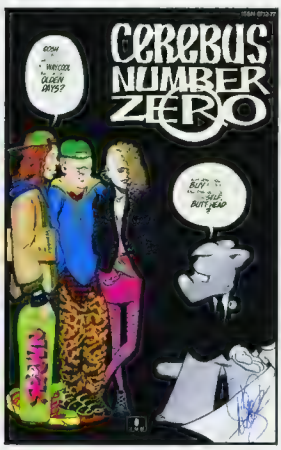
A peon to good journalism, *Transmetropolitan* encouraged many readers to enter the career themselves. And thus condemn them to being part of a dying industry, and having to escape, disillusioned into the arms of the public relations industry. Then there are those who base their political outlook on The Beast and The Smiler. And then there are the tattoos and the strippers. And, of course, let's not forget the people who just want to be Spider Jerusalem. It was also a recruitment tool for the Warren Ellis Forum and all it spawned. Many of whom are trying right now to create bowel disruptors in their basements. I don't necessarily mean comic books that changed your life for the better...

Fun Home by Alison Bechdel

This may well be the comic that has persuaded more people to come out to their parents than any other. Or it possibly persuaded them to stay in the closet instead. It's not some happy clappy "it gets better" volume. *Fun Home* is a true story, full of the unnecessary complications that reality adds to what could have been a Hollywood quirky feel good movie. With death ever present in the funeral home, it's a heart breaking work that then inspires you to pick up those pieces and turn them into something else.

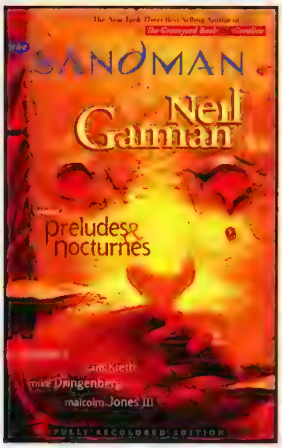
2000AD BY VARIOUS

"*Two Thousand AD*, you made a freak out of me, but I love you," sang comedian Mitch Benn. Week in, week out, it's the only British teenage comic book that has lasted for any length of time, and now it's passed thirty years. It succeed in introducing sci-fi, action and all sorts of vaguely revolutionary ideas through the barrel of a gun to the most influential, reactionary audience imaginable. And making freaks out of them along the way. That it is still called *2000AD*, despite the passing years is just one of its more appealing aspects.



CEREBUS BY DAVE SIM AND GERHARD

See, you start with a fan friendly barbarian parody, a very easy sell in the time of *Conan* films and seventies/eighties swords and sorcery. Then once you have them, you expose people to different ways of looking at politics, religion and society. You educate them about literature, history, war and alcohol... and gender politics. And they still think they're just reading a comic about a barbarian aardvark. Eventually you go mad. Eventually they go mad. But it was a fun journey...



SANDMAN BY NEIL GAIMAN ET AL.

Whether it brought the Goth to the comic or turned the comic reader into the Goth (possibly a lot of both), *Sandman* changed comics, changed lives and changed the amount of eye makeup comic readers put on in the morning. It turned comic readers into poets; it turned literary snobs into comic readers and provided an infinite variety of tattoos to encircle their bodies. People believed themselves to be characters from the comic, wrote so much fan fiction and will be buried with their Sandman statues. And this year we get the chance to do it all again with *Sandman Zero*.

SCOTT PILGRIM BY BRYAN LEE O'MALLEY

It was a very, very, very low selling comic book about a slacker, told in video game terms. It should not, by any other standards, have been a success. And it wasn't, not for a long time. A critical darling for some, even then it was dismissed as "black and white indie filth" by others. But *Scott Pilgrim* grew, and grew. It got so many people excited who hadn't read comics and created new looks, new attitudes, and new dances as it rustled through the past for retro to be revived and remade by the youngest generation.

IDW'S MONSTER SUMMER

Preview

Some people think of picnics and pools when they picture the perfect summer. But not the folks at IDW. They've packed up their bathing suits and sunscreen so they can give comic fans something to chew on besides burned hotdogs coming off the grill. As the weather heats up, so does their publishing schedule with these four new massive titles featuring monsters, mutants, mayhem and Mega City One. And their first offering will have you singing an old familiar cartoon jingle..."Up from the depths, thirty stories high, breathing fire, his head in the sky, Godzilla!"

Godzilla: Rulers of Earth #1 by Chris Mowry & Matt Frank

Dozens of new monsters have risen from the depth and are staking out their own territory, regardless of humanity's political borders! A war of dominance beings... will Godzilla end up on top? First he'll have to beat a new upstart... Zilla! This series introduces hordes of new Toho Monsters, most never before seen in comics! Check with your local retailers about exclusive incentive covers and the subscription variant by monster fan favorite artist, Art Adams.

Summer picnics are always full of mayhem. Will "Uncle Fuzzy" do his famous belly flop into the pool or will "Auntie Social" find another way to insult the rest of the family? One thing you can count on this summer is an escape into the imagination of Mike Raicht, creator of *Stuff of Legend*, with his new high flying sci-fi adventure *Wild Blue Yonder*. When the Earth is a radioactive wasteland, mankind takes to the skies in airships creating a new civilization above the clouds. It's "Mad Max Above Thunderdome" and with Zach Howard (*The Cape*) illustrating it, you can expect the action to fly right off the page.

WILD BLUE YONDER BY MIKE RAICHT, AUSTIN HARRISON, ZACH HOWARD

Take to the skies in this thrilling new action-adventure sci-fi tale. In the near future, mankind has destroyed the Earth, and the only refuge from radioactive pollution can be found in the skies. Unfortunately dwindling supplies and bloodthirsty air-pirates make life all the harder. Will the crew of the Dawn escape the merciless Judge and survive another week? Ask your local retailer about the exclusive incentive covers and the subscription variant.

Free Comic Book Day starts the summer season with a sneak peek at some of the summer's biggest comics. IDW will have you craving pizza and kung fu with their *Teenage Mutant Ninja Turtles New Animated Adventures: Free Comic Book Day Edition*! Nickelodeon has brought the indie darling, karate fighting brothers back to the airwaves and their comic book adventures pick up right here. Grab a copy for the kids and let a whole new generation enjoy the unique adventures of the Turtles.

Teenage Mutant Ninja Turtles New Animated Adventures: Free Comic Book Day Edition

Jumping from screen to page, it's *Teenage Mutant Ninja Turtles NEW ANIMATED ADVENTURES*! This unique series captures the heart of the smash Nickelodeon television show with brand-new stories. Full of action, excitement and laughs, this is the perfect all-ages comic to get you seeing green!! Get a copy at your local retailer on Free Comic Book Day!

FREE COMIC BOOK DAY™

For over thirty five years, Judge Dredd has been judge, jury, and executioner in the pages of *2000 AD*. To celebrate Free Comic Book Day, IDW is reprinting one of the best Dredd stories of all time, the introduction of the wicked Judge Death. Illustrated by the incredible Brian Bolland, this story is a fitting introduction to this legendary lawman's universe. If you've never read Dredd, this is the time to find out what has made him one of comics greatest icons. And did I mention, it's free!

Judge Dredd Classics: Free Comic Book Day Edition by John Howard, Joe Collins & Brian Bolland

In advance of IDW's coming ongoing series re-presenting the best *Judge Dredd* stories from the past with all-new coloring, this special FCBD release offers one of the most beloved Dredd stories of all time: the introduction of Judge Death, with all-new color! Plus: bonus "Walter the Wobot" strips appearing in color for the very first time, all beautifully illustrated by the brilliant Brian Bolland!

JUDGE DREDD
YEAR ONE

"THE LONG HARD ROAD" BEGINS HERE!

written by Matt Smith · art by Simon Coleby

COVER BY Greg Staples

An all-new adventure from Joe Dredd's early days as a Mega City-One Judge. A tale where "all the young jukes, carry the news." only in this case, the news is delivered with a lethal blow!

COVER BY Dave Sim

COVER BY Carlos Ezquerra

ON SALE NOW

IDW

www.idwpublishing.com

Full Color • 32 pages • $3.99

Judge Dredd® is a registered trademark
©2013 Rebellion® A/S. All rights reserved.

THE TEN BEST COMICS TO READ (THAT NO ONE ELSE WILL TELL YOU ABOUT)

by Rich Johnston

Everyone will recommend you the same kind of comics to start with. Superhero comics like *Spider-Man, X-Men, Superman, Batgirl...* or classics like *Maus, Bone, Cerebus, V For Vendetta, Sandman, Dark Knight Returns, Watchmen...* award winners like *Fun Home, Dotter Of Her Father's Eyes, Acme Novelty Library...* or current darlings like *Phonogram, Scott Pilgrim, Chew, Walking Dead, Hawkeye, Fables, Adventure Time* or *Pride Of Baghdad.*

But here are ten comics that it is very unlikely anyone will recommend, especially to a newcomer of comics. But all are completely wonderful.

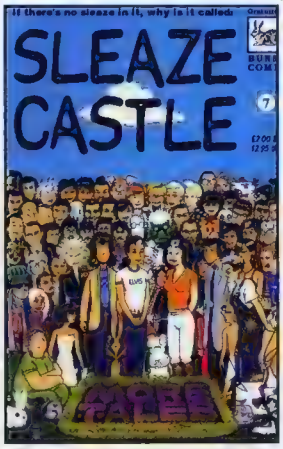
Beanworld by Larry Marder

It is very difficult to recommend *Beanworld* by saying that it is "like" something else. Because *Beanworld* isn't really like anything else. It has a very cartoony, simple style, it shows the process of the Beanworld, where Beans farm their geometric world for sustenance, raise their children and address strange alien encounters while dealing with concepts of art, purpose and love. The weightiest of philosophical issues considered and addressed by what seem to be the simplest of creatures.

Created (very slowly) in the eighties, the comics have continued through a number of publishers and are now collected in hardcover volumes by Dark Horse, with more to come.

The Cowboy Wally Show by Kyle Baker

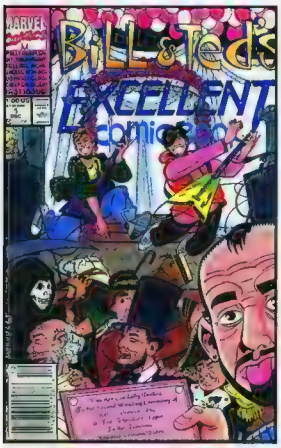
Possibly one of the funniest graphic novels of all time, it was initially published by a "proper" book publisher in the eighties heat of graphic novels, but then didn't sell enough and so went out of print for two decades. This parody of the media seems extremely relevant in a world where media becomes more and more important but has less and less to say. And Cowboy Wally, the ultimate huckster, tricks his way across TV, theatre and film with not a single talent to his name. Creator Kyle Baker has made this and many of his graphic novels available online for free at www.qualityjollity.com/Cowboy_Wally.html Perfect for Free Comic Book Day. What better recommendation do you need?



Sleaze Castle by Dave McKinnon, Terry Wiley and Adrian Kermode

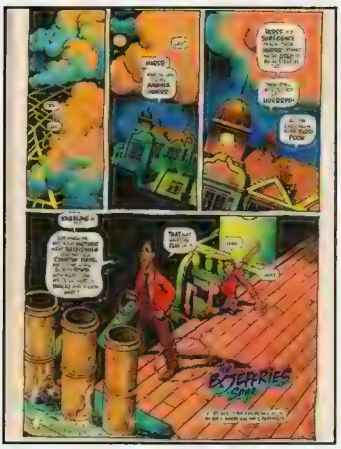
A British small press comic with big ambitions, this slice of life/science fiction/comedy takes on every style it comes across, from crime noir to old Republic serials to popular game shows, while referencing everything from *Watchmen* to *Flatlanders* to *Monty Python*. A young woman, Jocasta Dribble, finds her college flatmate Panda has an extra dimensional double life while. Very slowly we discover that Jocasta's life isn't quite as normal as it appears, either, with aliens, doubles, clones and Little Happy Creatures.

Sleaze Castle has recently been made available digitally and in a massive volume from Markosia for the mighty sum of fifty dollars. So not only is it a great comic book world to get lost in, but it doubles as an assault weapon when thrown.



Bill And Ted's Excellent Comic Book by Evan Dorkin

In the nineties, young punkish comic creator Evan Dorkin has written and drawn a comic about a ska-band in space. Marvel had the *Bill & Ted's Bogus Journey* license and needed a comic creator who knew something about bands. Dorkin got the gig and after the adaptation kept the story going into something wild, weird and wonderful, far outstripping the original films including their foiling of the assassination of Abraham Lincoln and repeated attempts to assassinate him again to stop history from being damaged. Dorkin went on to far greater things from *Milk And Cheese* to *Beasts Of Burden*, but Slave Labor, the publisher that gave him his break all those years ago got the Bill And Ted rights and now republished those comics in a series of small digest volumes.

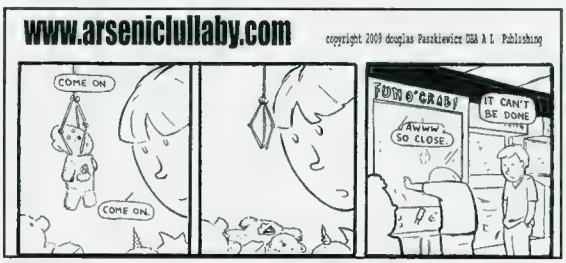


The BoJeffries Saga by Alan Moore and Steve Parkhouse

Warrior Magazine birthed three comics by Alan Moore: *V for Vendetta*, *Marvelman* and...this, the forgotten runt of the litter. But this reworking of *The Addams Family* into British working class terraced streets is funny, moving and full of entertaining tricks, including an all singing, all dancing number, The Terraced Symphony. The book will be reprinted shortly from Top Shelf Comics with a brand new story, but existing versions aren't hard to find.

Smoke by Alex De Campi and Igor Kordey

A science fiction thriller set in a twisted modern day London, both reminiscent of the 1960s and the 2060s, this is an engrossing political thriller published by IDW and then lost in time and space. The way it integrates graffiti, advertising logos and all manner of iconography is reminiscent of *Watchmen*, but at its heart it's closer to *Luther Arkwright*. A sequel, funded by Kickstarter, has been digitally published and will appear in print... soon. Probably from Image Comics.



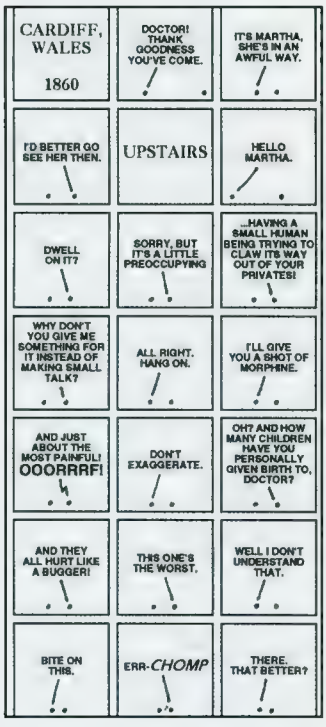
Arsenic Lullaby by Doug Paszkiewicz

A dark, bleak, but very funny look at Middle America refusing to "flyover" states but instead digs down to their roots. From zombie foetuses revived at an abortion

clinic in a bid to get revenge to a baron constantly returning from the dead to give children doughnuts, this is an eclectic and addictive series that has now moved to Kickstarter to fund its future.

A Distant Soil by Colleen Doran

Before *Saga*, there was *A Distant Soil*, a far reaching space opera. Begun by Colleen Doran from the age of twelve, it tells the story of a princess. The story, initially published during Doran's high school career, tells the tale of young girl set to inherit a religious dynasty and her relationship with that predetermined destiny. On hold for six years, it is now returning through Image Comics, with the story so far, over thirty years, being collected into a series of new volumes.


CARDIFF, WALES 1860
DOCTOR! THANK GOODNESS YOU'VE COME.
IT'S MARTHA, SHE'S IN AN AWFUL WAY.
I'D BETTER GO SEE HER THEN.
UPSTAIRS
HELLO MARTHA.
DWELL ON IT?
SORRY, BUT IT'S A LITTLE PREOCCUPYING
...HAVING A SMALL HUMAN BEING TRYING TO CLAW ITS WAY OUT OF YOUR PRIVATES!
WHY DON'T YOU GIVE ME SOMETHING FOR IT INSTEAD OF MAKING SMALL TALK?
ALL RIGHT. HANG ON.
I'LL GIVE YOU A SHOT OF MORPHINE.
AND JUST ABOUT THE MOST PAINFUL! OOORRRF!
DON'T EXAGGERATE.
OH? AND HOW MANY CHILDREN HAVE YOU PERSONALLY GIVEN BIRTH TO, DOCTOR?
AND THEY ALL HURT LIKE A BUGGER!
THIS ONE'S THE WORST.
WELL I DON'T UNDERSTAND THAT.
BITE ON THIS.
ERR-CHOMP
THERE. THAT BETTER?

Longshot Comics by Shane Simmons

No, this is not the Marvel comic *Longshot*, by Ann Nocenti and Art Adams, though that is also rather good. But this is spectacular. With hundreds of panels on each page, characters appear as dots, as if seen in "long shot." Covering the centuries, this is the comic book equivalent of *War and Peace* crossed with *Downton Abbey*, but ridiculously and repeatedly funny. As well as one of the most engrossing and entertaining reads in comics, it is also an education that everyone can create their own comic books, with or without artistic talent. Available signed and numbered for $12 from eyestrainproductions.com/es/order_form.php

The Actress And The Bishop by Brian Bolland

Feted for his work on books like *Killing Joke, Judge Dredd* and his covers for DC Comics, Brian Bolland does have a few other, less well known projects -- *Zirj and Mr Mamoullian*, for example. But his greatest achievement is the little known "Actress and the Bishop." Told in verse, these stories contain huge amounts of detail in creating a very modern version of *The Owl and The Pussycat*, or *The Walrus and The Carpenter.* It tells the story of two individuals whose very different lives occur in the same terraced home for no explained reason. And it is funny, sexy, silly and gorgeous to look at. Available in hardcover... somewhere...

ALL NEW FATHOM DEBUTS IN JULY
MARKING THE 15 YEAR ANNIVERSARY OF MICHAEL TURNER'S HIT CREATION!
2003 10 YEARS! 2013
ASPEN
MLT inc.
10 FOR 10
FREE COMIC BOOK DAY
WORLDS OF ASPEN 2013
MICHAEL TURNER'S FATHOM
15 YEARS OF BLUE
Read more in Aspen's Free Comic Book Day 2013 Offering!

CELEBRATING 10 YEARS OF ASPEN COMICS!

Discover NEW WORLDS of COMIC BOOKS

Aspen Comics is ready to kick off the new year—and also celebrate their tenth anniversary year in the industry—by announcing their full slate of titles in their ambitious ***"10 for 10"*** initiative. For Aspen's ***"10 for 10"***, the publisher will be debuting a new series each month for ten straight months, featuring five all new properties and five well-known returning series, with each debut **#1 issue** offered at the ultra-affordable sale price of only **$1!**

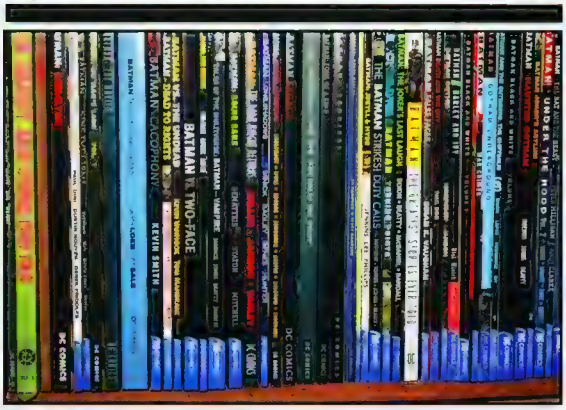
February – Legend of the Shadow Clan
March – Shrugged Vol. 2
April – Jirni
May – Charismagic Vol. 2
June – BubbleGun
July – All New Fathom
August – Awaken Skies/Overtaken
September – Executive Assistant: Iris Vol. 4
October – Trish Out of Water
November – All New Soulfire

FREE POSTER!

Fans who purchase all ten "10 for 10" Reserved Edition covers will be eligible to receive the full-size Aspen Comics "Perfect Tens" Poster by the series artists and colored by Peter Steigerwald for FREE!

YOUR FRIENDLY NEIGHBORHOOD COMIC SHOP

by Keith Davidsen



Whether you're new to comics, or simply a person new to town and looking for the specialty shop that suits your reading needs, one of the best ways to enjoy the comic shopping experience is by chatting with the store owner and staff. They're folks who have dedicated their time to one of the most dynamic, engaging story mediums of all, and they're eager to make sure each customer walks away with the right comic for them.

Here's a few tips on how to best enjoy your store visit!

New to the shop? Make it known!

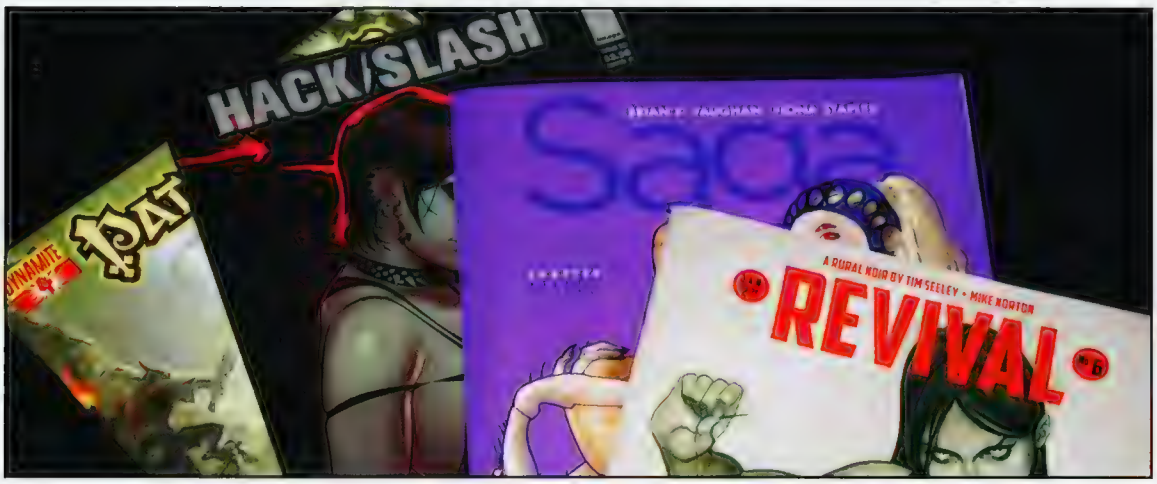
Comic stores are like good communities – they open doors to new people and make them feel welcome. The owners and staff members love to meet new customers, and find out what they're into. When you walk into a shop for the first time, tell the staff that you're a first-time patron, and you'll be greeted with an enthusiastic introduction to the world of comics.

Navigate the store with a guide!

No one understands the layout of a comic shop quite like the people who work there. Some stores are organized by publisher, while others are sorted by genre or creator. Some stores have a section dedicated to new releases, while others have a designated area for kids. Every store is different. If you're new to the shop, ask for a guided tour. You'll learn your way around the aisles in no time.

Ask questions about what other people are reading!

Your comic shop has a lot of foot traffic, and the store staff takes notice of all the different comics passing by the register. It's easy for them to see what the latest blockbuster sellers are. If something's selling well, there has to be a reason – and that reason, most likely, is because the story and artwork are incredible. That's not to say that everyone should follow the trends, since there are hidden gems out there – but getting swept up in the latest exciting comics event is a great way to kick off your comic hobby.



Seek out the bargains!

Check with the dealer if they have a discounted comic section. After all, they're called dealers for a reason. Many shops have a "dollar bin" where you can find a wide variety of comics for $1.00 or less. That's a fantastic and cheap way to get accustomed to new characters, new stories, and new writers and artists. Who can say "no" to a good deal?

Discover the best place to start reading!

Perhaps you've just seen a summer superhero blockbuster, and want to explore the character in comics. But then you discover that there may be dozens of titles, new and old, featuring that character. Where to begin? Don't worry – your comic shop staff will know where to start you off. They can guide you to a single comic book where a significant storyline begins, or a related graphic novel that collects a complete story into its pages.

Take your time, enjoy the sights!

One of the best things about visiting a comic shop is: everything is right there! Comics are a visual medium, and anyone's taste can be found in a store's diverse selection. Peruse the racks. Take notice of the store signage. If you see a cover that interests you, pick it up and flip through. Retailers love for new comic fans to spend time in the store, getting accustomed to it. In fact, they count on it. So take a nice, long look.

Build upon your interests!

Do you like science fiction? Horror? Superheroes? Cartoon characters? What's your favorite movie? With the selection of comics and graphic novels at a comic shop being so diverse – literally thousands of stories to choose from – there's so much opportunity to explore and find something similar to what you already know you like. Many of the best retailers would agree that once they engage with a new customer about their personal interests, they can recommend lots of great material to read.

Find your favorite writers and artists!

Call it "love at first sight" if you like, but sometimes we can see a particular piece of cover artwork, or flip through the pages of a comic, and know straight off that we really dig the artist's style. The same goes for writers. If you become familiar with a particular author, or really love a certain story, it's a safe bet that you'll probably like other projects that they worked on. Ask your shopkeeper for assistance in tracking down other titles from the creators, and you're sure to find more stories to love.

Surprise yourself with something new!

When I first started frequenting my local shop, I made it a point to pick up a completely unknown project once a month. Sure, there may be colorful characters that we all know and love, but there are plenty of new #1 issues hitting newsstands every Wednesday that may feature characters you've never seen, or genres you might never have otherwise experienced. For the relatively low cost of a single comic book, you can afford to experiment. Who knows? You might find a true gem on the shelves, something you can truly call your own.

Keep track of store events!

Many comic shops host special events, including creator signings, gaming nights, weekend sales, launch parties, and more. Why, it's a fair bet that you picked up this particular issue of *Bleeding Cool Magazine* at one of the biggest annual events in the comic industry, Free Comic Book Day. There are a lot of retailers out there who find that programming helps foster that feeling of community among their patrons. Indulge in it!

Keep coming back!

Comics are periodicals – new issues appear on the store racks every week. It's funny, you can almost recapture a childish enthusiasm each time that you step into the comic shop – there's just so much new stuff to explore, week in and week out. You may find a favorite comic to follow on a regular basis, or several! Retailers also know what comics are coming out the following week, so they may help you get a handle on when to look for your favorite releases.

The best comic shops are clean and well-lit, with a wide selection of comics, graphic novels, related merchandise, and a courteous, accommodating staff whose main interest is sharing their love of comics with customers. Take advantage of this hub of pop culture goodness – build a rapport with your local shop staff and discover how they can help you to love the comic-reading hobby!

NOVEMBER 9TH & 10TH 2013

PRE-PARTY FRIDAY THE 8TH

NORTH CAROLINA COMICON

ADAM HUGHES
BEFORE WATCHMEN DR. MANHATTAN • FAIREST

ETHAN VAN SCIVER
GREEN LANTERN • FURY OF FIRESTORM • JUSTICE LEAGUE

TONY HARRIS
EX MACHINA • STARMAN

TOMMY LEE EDWARDS
TURF • MARVEL 1985 • STAR WARS

GEOF DARROW
DEADPOOL NOW! • HARDBOILED • BIG GUY & RUSTY THE BOY ROBOT

DANIEL WAY
DEADPOOL • VENOM • HIT-MONKEY • WOLVERINE:ORIGINS

RON MARZ
SILVER SURFER • GREEN LANTERN • WITCHBLADE

BOB BURDEN
FLAMING CARROT • MYSTERY MEN

DAVID PETERSEN
MOUSE GUARD

JEFF MARIOTTE
GRAVESLINGER • CONAN • ANGEL

BOB KEEN
VISUAL & MAKEUP EFFECTS • HELLRAISER • HIGHLANDER • THE DARK CRYSTAL

JAMAL IGLE
MOLLY DANGER • G.I. JOE

MIKE PERKINS
THE STAND • CAPTAIN AMERICA

JEREMY BASTIAN
CURSED PIRATE GIRL

CHAD NETHERLAND
GUINNESS WORLD RECORD HOLDING STRONGMAN

TWICE THE SPACE
FOUR TIMES THE FUN
IT'S EXPONENTIAL!

DURHAM, NORTH CAROLINA
DURHAM CONVENTION CENTER

NCCOMICON.COM

THE ROAD TO HARBINGER WARS

by Jim Kuhoric

Six Moments That Paved the Way for Valiant's First Family Crossover... and Four to Watch Out For

This summer, everything changes for the Valiant Universe. The resurgent publisher has spent a year developing its five superhero titles – *X-O Manowar*, *Harbinger*, *Bloodshot*, *Archer & Armstrong*, and *Shadowman* – to much critical acclaim but, beginning in April, the casts of *Harbinger* and Bloodshot are going to face a true trial by fire as they step front and center into Valiant's first crossover event – *Harbinger Wars!*

Since the release of *Bloodshot #1* last July, both ongoing series have been dropping clues that the two might be connected and building steam toward an epic confrontation. Now for the first time, get ready to see how those puzzle pieces fit together. While Bloodshot and the Harbinger Renegades prepare to go to war with their former masters in Project Rising Spirit and the Harbinger Foundation, let's retrace the steps that put the Valiant Universe on the path to war – and take a look at what milestone moments are coming up for one of the summer's most anticipated comics events.

FIRST SHOTS

Bloodshot #1 - Broken Arrow

It's just another mission behind enemy lines for Bloodshot when things suddenly go sideways. Dr. Emmanuel Kuretich has orchestrated a snatch-and-grab of this PRS super-soldier, offsetting his remote control mechanisms and restoring his free will in the process. That leaves PRS with one huge loose end running free in the world and Bloodshot with a whole lot of questions – questions he will kill to answer, whether PRS likes it or not.

WHAT...?
WHO ARE YOU?
I'LL GET TO YOU IN A MINUTE, BLOODSHOT. JUST HANG IN THERE. YOU'RE DOING FINE.
I'M SPEAKING TO PROJECT BLOODSHOT'S CURRENT MINDER, AND THE STAFF OF PROJECT RISING SPIRIT.
I'M SURE YOU'RE THERE WATCHING, SIMON OREEK.
LORD KNOWS WE HANDLED ENOUGH OF THESE MISSIONS TOGETHER.
GENTLEMEN, THE GAME IS OVER.
THOSE YOU HUNT WILL SOON RISE UP AGAINST YOU.
AND NOW THAT WE'VE DOWNLOADED ALL OF YOUR DIRTY SECRETS, ALL OF BLOODSHOT'S PAST MISSIONS WILL COME TO LIGHT.
AND ALL OF THE INNOCENT BLOOD YOU'VE SPILLED WILL BE BROUGHT TO THE WORLD.
DAMN IT-- THEY'RE HACKING HIM--READINGS ARE OFF THE CHARTS!
SCRAMBLE THE CHOPPERS

Harbinger #2 - Under Siege by Project Rising Spirit

Ambushed by a deadly cover strike force, telekinetic teenager Peter Stanchek finds himself locked in battle to the death

and pushing his powers to the limit. But just when all seems lost, the enigmatic Toyo Harada reveals himself to Peter and informs him that there only two possible outcomes to this fight – one as a prisoner of Project Rising Spirit and another as pupil of Harada's own Harbinger Foundation. Peter allies with Harada, setting in motion the war that is to come...

Bloodshot #4 - Dead Drop

Finally free after months of captivity within Project Rising Spirit, Bloodshot's young telekinetic ally, Pulse, has only one call to make -- and it's directly to her former mentor in the Harbinger Foundation. And while she only succeeds in reaching the Foundation's dead drop phone line, her call does alert the real Harada, cluing the Harbinger Foundation to her escape and presenting a crack in the armor of PRS.

JUST NEED TO MAKE ONE CALL..
YOUR PHONE. NOW.
I'M SORRY, THERE IS NO TONY HARADA AT THIS NUMBER.
WHAT?! IS THERE A FORWARDING NUMBER OR SOMETHING?
THERE IS NO SUCH PERSON HERE... I'M SORRY.

Harbinger #7 - Double Crossed

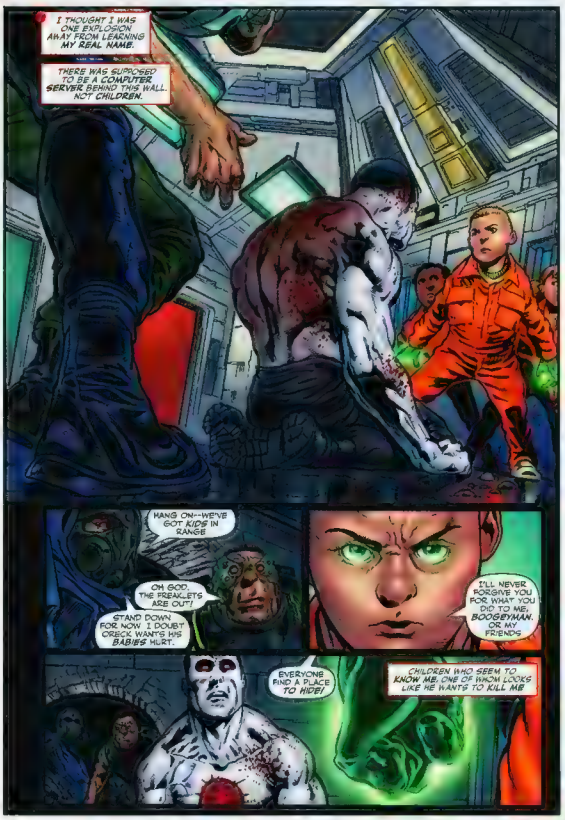
Armed with the knowledge that both Harada's Harbinger Foundation and Project Rising Spirit are seeking to capture Peter Stanchek and the Renegades, Kris Hathaway formulates a plan to play to these two sworn enemies off of one another and both take the bait, leading to a full-scale confrontation and the mysterious revelation of a previous Harbinger War...

Archer & Armstrong #4 - Family Secrets

Seemingly removed from the events of Harbinger and Bloodshot, teenager Obadiah Archer discovers a mysterious fact about his past while adventuring in the Himalayas with the immortal known as Armstrong. He wasn't just adopted; he was liberated – from a top secret Nevada research site that holds a very special person for Project Rising Spirit and the Harbinger Wars...

Bloodshot #8 - Inside the Nursery

After fighting his way into Project Rising Spirit's fortified Nevada compound, Bloodshot discovers that this deep black military facility doesn't in fact hold the truth about his identity – but it does hold dozens of super-powered children, just like Peter Stanchek. And, worse still, Bloodshot is the reason that they're there. Bloodshot may not remember the years he spent as PRS "harbinger hunter," but the children sure do. And once they're out in the world, they'll get their revenge one way or another.


I THOUGHT I WAS ONE EXPLOSION AWAY FROM LEARNING MY REAL NAME.
THERE WAS SUPPOSED TO BE A COMPUTER SERVER BEHIND THIS WALL. NOT CHILDREN.
HANG ON--WE'VE GOT KIDS IN RANGE
OH GOD. THE PSEMLETS ARE OUT!
STAND DOWN FOR NOW. I DOUBT CRECK WANTS HIS BABIES HURT.
I'LL NEVER FORGIVE YOU FOR WHAT YOU DID TO ME, BOOGEYMAN. OR MY FRIENDS
EVERYONE FIND A PLACE TO HIDE!
CHILDREN WHO SEEM TO KNOW ME. ONE OF WHOM LOOKS LIKE HE WANTS TO KILL ME

FUTURE CASUALTIES

Now, with the children of Project Rising Spirit escaping into the world this summer in the pages of *Harbinger Wars #1*, by Joshua Dysart, Duane Swierczynski and Clayton Henry, the Harbinger Wars are going to begin with bang. There are two dozen new, rogue super humans with no training and less scruples making waves in the Valiant Universe. Bloodshot wants to train them to atone for his crimes. Toyo Harada wants to manipulate them into bolstering the agenda of his Harbinger Foundation. And Peter Stanchek wants to give them free rein and a taste of the freedom they've never known. But the kids have their own ideas about freedom and, when all three of these players descend to recruit them, the Harbinger Wars will begin a battle without rules, without sides, and without mercy.

There are many possible outcomes to this war for the future of the Valiant Universe, but here's four milestone moments that will definitely have huge repercussions for years to come.

BLOODSHOT VS. THE RENEGADES!

Place you bets because *Harbinger Wars #1* promises to contain the first full-blown showdown between two sets of established Valiant heroes. The Renegades have strength in numbers, but Bloodshot brings the brutality -- and the bullets – to this brawl.

LAS VEGAS IS BURNING

The rogue band of super-powered escapees has begun to call themselves Generation Zero and they've declared a war of their own. First strike: Vegas, baby! While PRS fashions a radical plan for getting the kids back, Generation Zero will stage a radical siege of the Las Vegas strip in what promises to be an unforgettable and telling moment for the Valiant Universe.

HERE COME THE H.A.R.D. CORPS!

An old favorite returns to the Valiant main stage: the H.A.R.D. Corps! With everything on the line, Project Rising Spirit lets loose their most secret of secret weapons. Seeking to contain the conflict being waged between Bloodshot, the Renegades and Toyo Harada, the mysterious members of H.A.R.D Corps wield devastating power. The balance of power will certainly change, but can PRS control their own black-ops powerhouse?

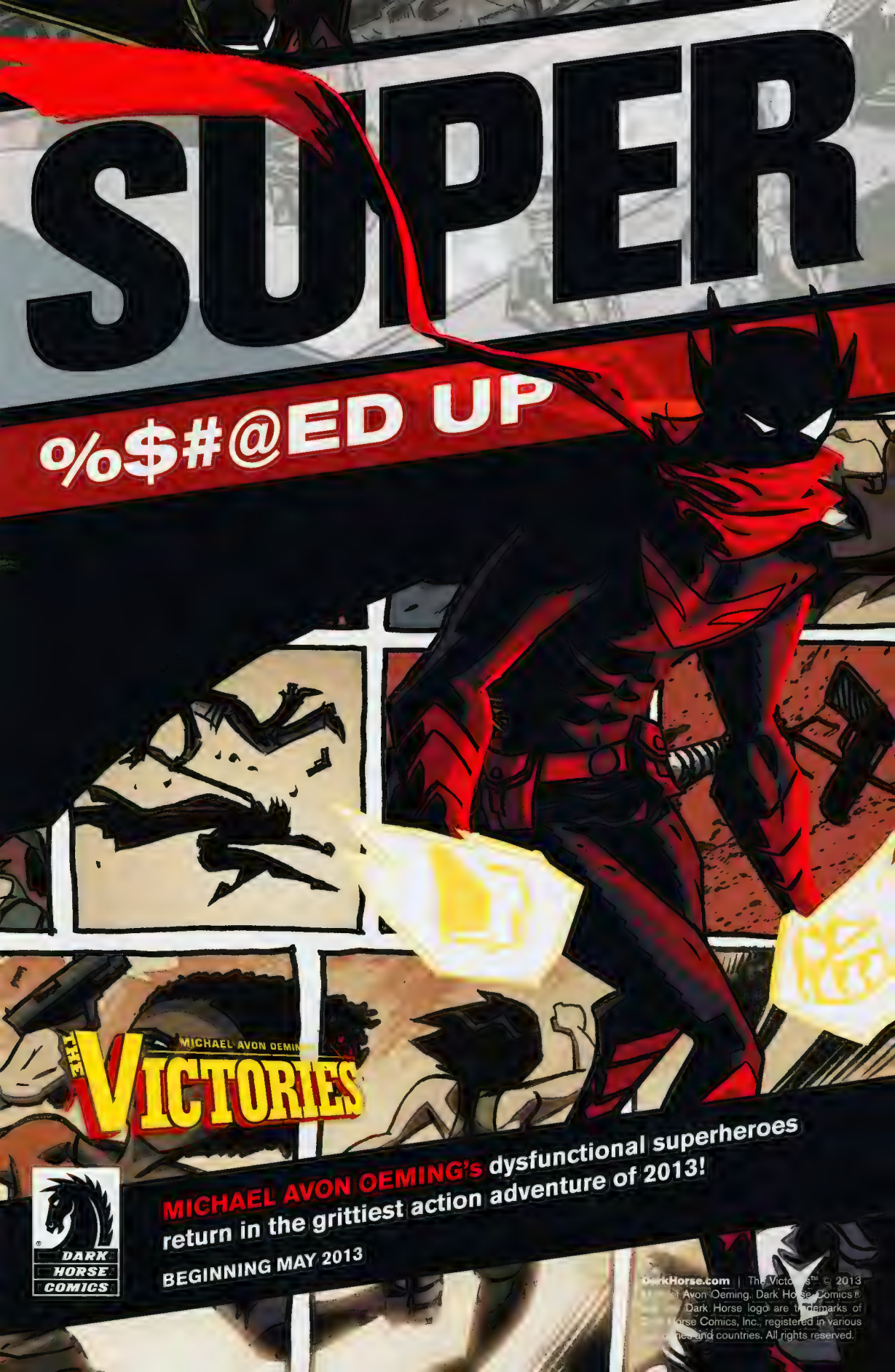
HARBINGER WARS #4 IS [REDACTED]

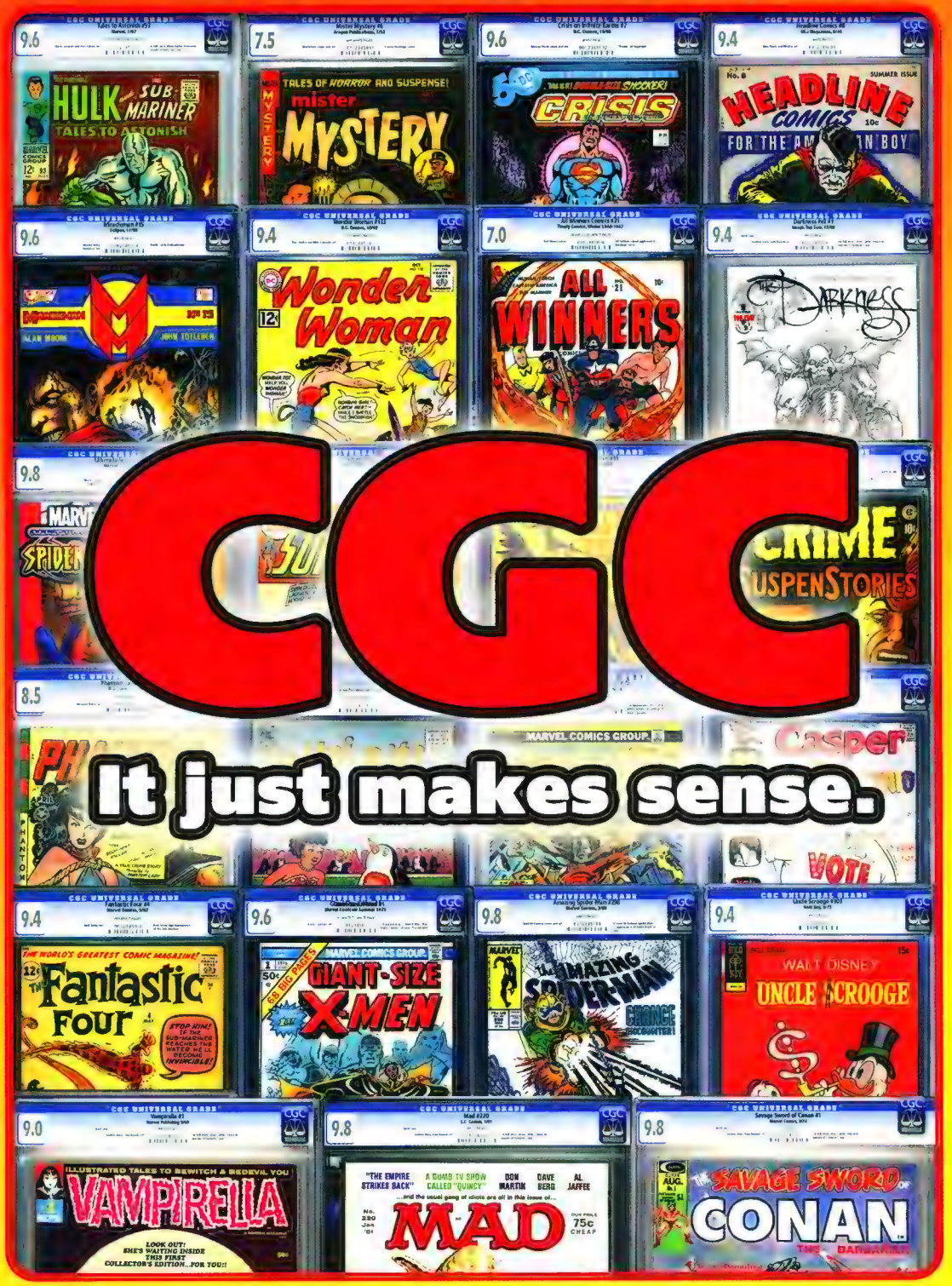
What happens in Vegas may just destroy the rest of the Valiant Universe!

SUPER
GENIUS
CAPTAIN MIDNIGHT
The timeless hero enters a new era in this all-new adventure series from Dark Horse!
BEGINNING JULY 2013
DARK HORSE COMICS

DarkHorse.com | Captain Midnight™ © 2013 Dark Horse Comics, Inc. Dark Horse Comics® and the Dark Horse logo are trademarks of Dark Horse Comics, Inc. registered in various categories and countries. All rights reserved.

SUPER
BRUTAL
X
DUANE SWIERCZYNSKI and ERIC NGUYEN relaunch
the classic Dark Horse vigilante!
BEGINNING MAY 2013
DARK HORSE COMICS
DarkHorse.com
X™ © 2013 Dark Horse Comics, Inc. Dark Horse Comics® and the Dark Horse logo are trademarks of Dark Horse Comics, Inc., registered in various categories and countries. All rights reserved.


SUPER
%o$#@ED UP
MICHAEL AVON OEMING
THE VICTORIES
MICHAEL AVON OEMING's dysfunctional superheroes return in the grittiest action adventure of 2013!
BEGINNING MAY 2013
DARK HORSE COMICS
DarkHorse.com | The Victories™ © 2013 Michael Avon Oeming. Dark Horse Comics® and the Dark Horse logo are trademarks of Dark Horse Comics, Inc., registered in various categories and countries. All rights reserved.



CGC® For information on submitting your comic books call us or visit our website at CGCcomics.com!

P.O. Box 4738 | Sarasota, FL 34230 | 1-877-NM-COMIC (662-6642) | www.CGCcomics.com

TIPS AND TRICKS FOR THE BACK-ISSUE HUNT

by Rich Handley

Starting a comic book collection can be daunting. Unless you begin buying every title at issue #1, there will be gaps. Today's fans have a variety of options for filling in those gaps, from trade paperbacks and modern reprints to CD collections and digital downloads.

Still, many prefer the time-honored method of searching for the original issues. There's an intangible, tactile sensation to holding an old comic in your hands—a sense of history and nostalgia that trades and digitals can't provide. If you're embarking on a back-issue hunt, here are some pointers to help you find quality copies at an affordable price.

COMIC SHOP LOCATOR SERVICE
COMICS
comicshoplocator.com
888-COMIC-BOOK

Comic Book Shops

Before the advent of online shopping, finding back issues involved scouring local comic shop back issue bins. These days, some local shops dabble in back issues and some don't. Those still offering back issues are a valuable gap-filling source. Check the Bleeding Cool online directory to locate shops in nearby towns, or use Google and other search engines to find stores in other areas—you can order from them and still support local businesses. Diamond Comic Distributors' comicshoplocator.com can also help you identify shops within a given geographic area.

Upon arrival, you'll see bagged issues along the walls, shelves displaying pristine new titles, and piles of white, cardboard bins. The walls will include rarities, dealer variants, issues from popular creators and so forth; these will be more expensive, so focus on the bins for bargains.

Depending on a store's size, success and years in operation, leafing through bins can be invaluable. Check for multiple copies in varying conditions, and at different prices. Be sure to scan any bargain bins containing ultra-cheap back issues, intended to encourage additional sales and reduce excess stock. And if you own any comics you no longer want, ask if they buy back issues or accept them as trade-ins—this can reduce the cost of your next purchase.

Yard Sales and Flea Markets

Scout out garage sales in your area, and make an afternoon of finding those selling comics. It may seem mercenary, but you'd be surprised at what you can find on a blanket on someone's lawn, priced at a quarter. Parents cleaning out their attics often have no concept of what their children's old comics are worth, and are happy to part with whatever they can sell quickly.

Sometimes, that means thumbing through a hundred worthless comics that a dog slobbered all over. But sometimes, Fate will smile and you'll find that one issue you could never track down due to its scarcity and high price tag, now for only 10 cents and nestled between a pair of politically incorrect salt-and-pepper shakers and a mallard table lamp. Yard sales are a crap shoot, but if you have patience and enjoy the hunting as much as the discovery, then they're worthwhile.

You could also attend flea markets and swap meets—bazaars, indoor or outdoor, that rent booth or table space for dealers and individuals to barter or sell merchandise. Basically, a flea market is a garage sale on steroids, with hundreds of sellers gathered in a single, noisy mega-garage.

Quality and price vary wildly at such venues, with more than a few overpriced items and mislabeled treasures, but if you're willing to put in the time, you can come away with a good number of bargains.

Science Fiction and Comic Conventions

If flea markets are yard sales on steroids, then convention dealer rooms are flea markets on Super Soldier Serum. A typical convention may feature hundreds of retailers selling comics, both old and new. In an era in which local shops are diminishing, dealer rooms are a great way to stock up on whatever you're missing. Plus, since the dealers are in competition with one another—and since they'd rather sell their stock than lug it back to the store—there are bargains to be found.

The downside, of course, is that walking into a sea of comic book bins can be overwhelming, particularly for those new to the hobby, and at larger, congested shows, such as New York Comic Con, San Diego Comic-Con, Phoenix Comicon or London MCM Expo. Where do you start? Which dealers are the most reputable? How do you know if you're being ripped off? And what if you buy an issue in row two, only to find it cheaper in row seventeen?

The key, with dealer rooms, is to remember to breathe. In time, you'll get a feel for which dealers have a friendlier, more knowledgeable staff, and which have better-priced, higher-quality stock. With hundreds of thousands of comics from which to choose, there's no need to be hasty. Feel free to ask other attendees which dealers

they patronize. It's also a good idea to collect business cards from the dealers you find satisfying, so you can give them more business in the future.

Online Shopping

Some local shops focus on new titles, eschewing back issues. A collector seeking old comics must thus walk other avenues; the most obvious route is online shopping. Check out comicbookdealers.com, which lists Web sites offering automated want lists, pedigree collections, high-grade comics and low-grade reader copies. Also try Amazon, CraigsList (the online equivalent of a flea market) and Comic Collector Live, which provide access to third-party sellers.

Online auction providers such as iOffer, eBay, bidStart and Heritage Auctions let you bid on items from numerous sellers. This is a "buyer beware" atmosphere, so note each issue's price, condition and location, as well as policies regarding returns and shipping, and customer ratings judging a dealer's reliability and honesty. ComicConnect is a site created specifically for comic auctions.

Buying comics online offers convenience and access to tons of retailers worldwide without having to leave your computer. On the downside, it means buying issues without seeing and holding them prior to purchase, as well as losing some of the thrill of the hunt. Although receiving a long-sought back issue in the mail has its rewards, there's something to be said about searching shop after shop without success, before finally discovering that elusive treasure in a distant city.

The Bottom Line

When hunting for back issues, whether online, at brick-and-mortar stores, at conventions or in someone's front yard, do some research. You don't have to snag up the first copy you find—if you're unhappy with the price, condition, shipping fee, the seller's attitude or some other factor, shop around. Chances are you'll find that same issue at multiple sources.

On the other hand, a comic in the hand is worth two in the bin, so if you do find something you've found frustratingly elusive and the price is right, you might not want to risk losing it. Be smart, have patience and enjoy the hunt—you have the entire retail world at your fingertips. And when you get home, place your acquisitions in special plastic comic book storage bags, with acid-free backing boards to keep them from bending; you can buy these at any comic shop or online.

Remember: Back issues were likely read and resold by others, so you may find nicks, creases, discolorations, handwriting, "dog ears" and other imperfections. Consider the amount of wear and tear you'll accept to snare a bargain. Some buyers horde back issues as speculators, in the hope of selling them to make a profit, but the best reason to purchase a comic is always to read it, just as the best reason to buy food is to eat it. Yes, condition and resale value matter, but more important is being able to enjoy some wonderful art and literature. That's why they're there, after all.

SEEKING ABSOLUTION

A Bleeding Cool Conversation with Christos Gage

SEEKING ABSOLUTION

Interview with Christos Gage

This summer Christos Gage returns to his superhero crime drama, *Absolution*. In a world where superheroes work for the police, John Dusk steps over the line and begins using his powers to kill criminals the law can't bring down. By embracing the life of a vigilante, he sets the wheels of the justice system in motion and is branded himself as a criminal operating outside the law. Bleeding Cool had an opportunity to talk to Gage about the world of *Absolution* he created, what brought him back to the characters, and what to expect from this summer's sequel.

WHAT IS IT ABOUT *ABSOLUTION* THAT DREW YOU BACK TO THE SEQUEL?

I always intended to come back to *Absolution*. But my Marvel exclusive the past couple of years kept me busy, and Avatar had another superhero series, *Hero Worship*, that it didn't make sense to release too close to, so we weren't in a big rush. Now everything's fallen into place and the time is right. And I'm pleased to say that all along I've had regular inquiries by readers as to when more *Absolution* was coming. Even more gratifying is that people are still discovering it for the first time, and asking for more...and now it's finally here, with an awesome new artist discovery, Daniel Gete, whose take on John Dusk, Happy Kitty and their world will be seen for the first time in the Free Comic Book Day preview! As for what draws me back to *Absolution*, well, it's always fun to return to a world you made up and have complete control over. I love the characters and the merging of the superhero and cop/crime genres, as well as the moral question raised by someone with great power taking the law into their own hands. And, of course, with all the other superhero material on the market, the only reason to do a book like *Absolution* is if you're going to do things you can't do anywhere else. The sorts of things you can only do at Avatar. Look, I'm a fan of the iconic Marvel and DC characters too. There are things I wouldn't want to see done with *Batman* or *Daredevil*...but that I'd like to see explored. That's what *Absolution* is for.

WILL *ABSOLUTION: RUBICON* CONTINUE TO BE YOUR "SUPERHERO COP DRAMA?" WILL THERE BE MORE COURT ROOM SCENES, MURDER INVESTIGATIONS AND INTENSE INTERROGATIONS, OR IS IT SOMETHING DIFFERENT?

We'll definitely stay in the "superhero cop drama" genre – there won't suddenly be an alien invasion or anything – but it won't be a retread of the first series either. *Absolution: Rubicon* opens with a courtroom scene, as we explore the fact that, with John Dusk revealed as a murderer – of criminals, yes, but he's still a lawbreaker – every bad guy he ever put away is filing for a new trial. Another big thing we'll be doing this time around is giving John Dusk an arch-enemy, the Polymath. This is a character whose body evolves defenses to everything you throw at him, so any tactic will only work once. John Dusk barely put him away before, and now he's back. He's a truly sociopathic and amoral person. There are some brutal fight scenes. When writing it, I thought back to the classic battle between Miracleman and Kid Miracleman in the Alan Moore series, and the impact that made on me when I read it as a teenager. At the conclusion of our last series, we kind of blew the doors off John Dusk's life and the entire superhuman/human dynamic in his world. It just gets ramped up from here.

FOR THOSE WHO HAVEN'T READ *ABSOLUTION* YET, WHAT CAN FANS EXPECT IN *ABSOLUTION: RUBICON*?

The characters are dealing with the aftermath of John Dusk, a super hero working for the police department (as most "good guys" do in this world), being revealed as a vigilante killer of criminals he felt couldn't be taken down through legal means. His former friends and his girlfriend Karen are shaken up, and trying to move on with their lives, with limited success. John himself is trying to survive. He's hunted by the law enforcement system he once served. But

with public opinion – and many rank-and-file cops – overwhelmingly on John Dusk's side, its proving difficult to catch him, and the establishment is getting embarrassed. So to bring down John, they release one of his old enemies...a cure far worse than the disease.

AVATAR PRESS HAS CHOSEN *ABSOLUTION* AS THEIR FCBD FOCUS THIS YEAR. HOW DOES IT FEEL TO HAVE AVATAR BACK YOUR WORK SO STRONGLY?

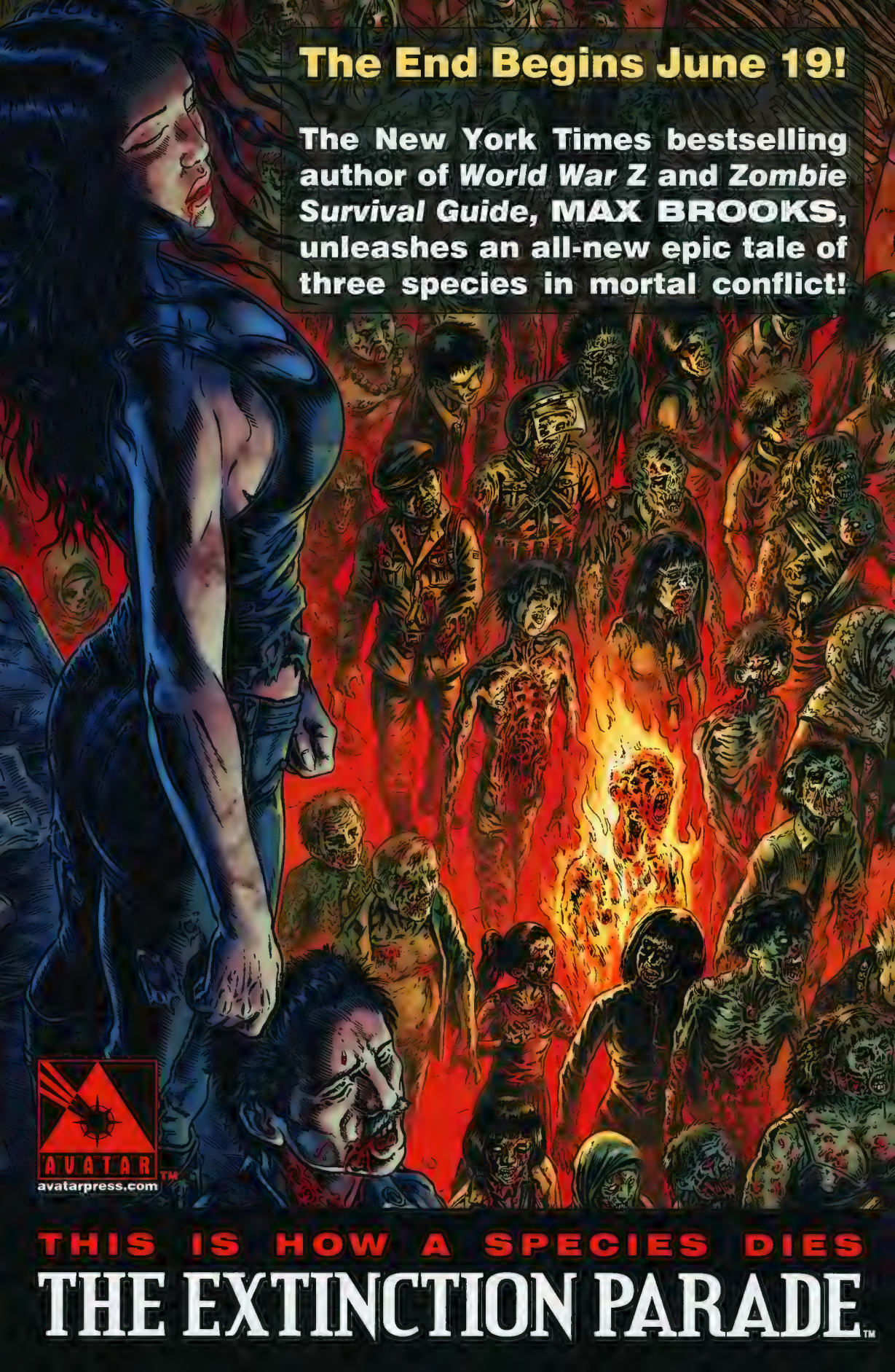
I'm very excited and appreciative. I know it would be easy to focus on something like *Crossed*, which is more established, but having Avatar support *Absolution* like this says to me they believe in the book and the concept and feel it's worth putting money and resources behind to reach a bigger audience. It says they think there is not just an established and loyal fan base, but also a lot of people who will enjoy the book if they get a taste of it, and will want more. I hope that's true. It definitely makes me want to back up Avatar's faith with my best work!

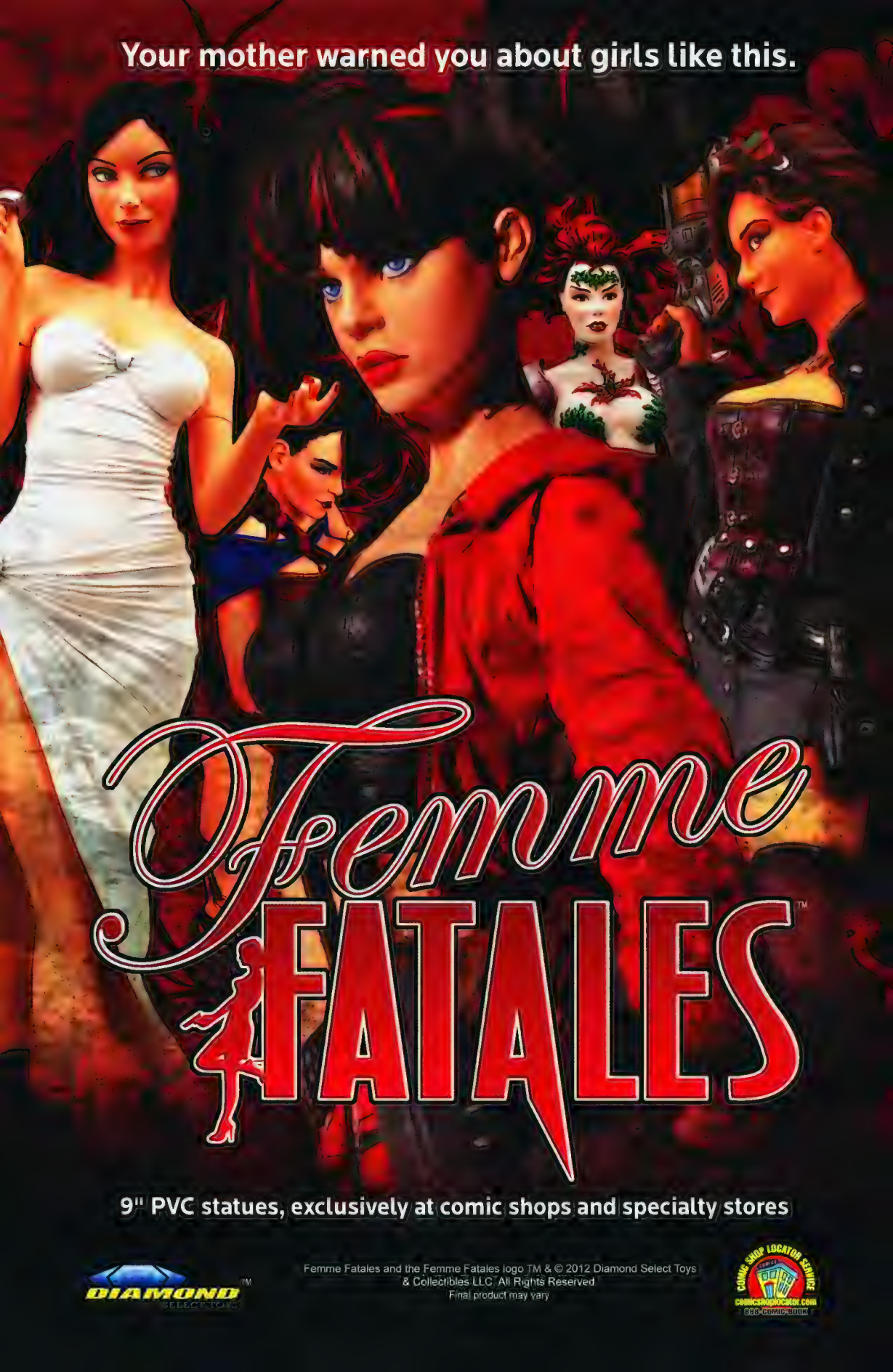
IN ADDITION TO *ABSOLUTION: RUBICON*, YOU ARE WORKING ON A THIRD VOLUME, AS WELL AS A *HAPPY KITTY ONE SHOT*. WHEN CAN FANS EXPECT TO SEE THESE AND WHAT CAN YOU TELL US ABOUT THEM?

The *Happy Kitty One-Shot* will be out concurrently with *Absolution: Rubicon*. It's drawn by Paul Duffield, who designed the look of the character, so I was thrilled to be able to work with him on her origin story. It's a sick little tale. This may come as a shock, but it's on the violent side. As for the third volume, that's not determined as yet. Stay tuned. It will follow directly on the events of this series.

WHAT ELSE DO YOU HAVE IN THE WORKS?

I'm still writing *Angel & Faith* for Dark Horse and Joss Whedon, as well as stuff for Marvel like the *Superior Spider-Man* "Age of Ultron" issue, but now that my exclusive is up I'm looking forward to seeing what else is out there, both in terms of creator-owned and company-owned material. One thing I was excited to try my hand at, that will be hitting stands soon, is an arc of *Crossed: Badlands*. It's called "Quisling," and it asks what kind of person would betray their fellow uninfected to the Crossed... and, perhaps more disturbingly, what kind of Crossed would have the intellectual capacity to accept such an offer? I've always loved post-apocalyptic stories, from *Kamandi* to *The Walking Dead*, so it was great to step into Garth Ennis and Jacen Burrows' world. But I have to tell you, writing a Crossed story makes you go to some unpleasant places in your head. It's a good thing I had some all-ages Marvel stuff to write in between issues or I might have required medication! It's unquestionably the most disturbing thing I've ever written. One of those projects you're very proud of, but don't necessarily want to send home to the parents, know what I mean?


The End Begins June 19!
The New York Times bestselling author of World War Z and Zombie Survival Guide, MAX BROOKS, unleashes an all-new epic tale of three species in mortal conflict!
AVATAR
avatarpress.com
THIS IS HOW A SPECIES DIES
THE EXTINCTION PARADE


Your mother warned you about girls like this.
Femme
FATALES
9" PVC statues, exclusively at comic shops and specialty stores
DIAMOND SELECT TOYS
Femme Fatales and the Femme Fatales logo TM & © 2012 Diamond Select Toys & Collectibles LLC. All Rights Reserved
Final product may vary
COMIC SHOP LOCATOR SERVICE
COMICSHOPLOCATOR.COM
888 COMIC BOOK

TOP FIVE STARTER GRAPHIC NOVELS

by J.C. Vaughn

For folks that are new to comics, we've put together a quick look at five of the best trade paperbacks from these genres: kids, superhero, horror, alternative, and licensed titles. There are, of course, many different examples from which to choose in each category, but here are five heavy hitters that you can't go wrong with...

Bone: The Complete Cartoon Epic in One Volume | *Cartoon Books; $39.95*

No matter how or when you discover writer-artist Jeff Smith's fantasy-adventure-humor epic series *Bone*, there is one way to enjoy it best, and that's getting the complete, 1,300-page tale in one deluxe trade paperback. It's not something you'll breeze through in 10 minutes, but it's the kind of exploits in which "all ages" doesn't mean "watered down for kids."

The story starts with three cousins, Bone, Fone Bone, and Smiley Bone, getting chased out of their hometown and ending up in a mysterious valley, where they out of necessity make new friends, get sucked into encounters with dangerous new enemies and learn about themselves.

It's an intimate epic. Think *Lord of the Rings*, but with a lot more laughs, and you've just about got it. In terms of quality, there's a reason it's been reprinted and reprinted and reprinted again.

Other Classics: *The Simpsons, Archie Comics, Adventure Time, Avatar the Last Airbender*

Batman: The Dark Knight Returns *DC Comics; $19.99*

One of the longest-lived, best-selling, most highly acclaimed graphic novels of all time didn't reach its esteemed, lofty position by luck. Created by writer-artist Frank Miller, inker Klaus Janson, and colorist Lynn Varney, *Batman: The Dark Knight Returns* remains a blazing tour de force that shows

readers a world in which Batman had retired 10 years earlier and one in which Bruce Wayne is seemingly looking for an intriguing way to get himself killed.

With Commissioner Gordon on the verge of mandated retirement, rampant crime on the increase, youth gangs taking over and the world seemingly spinning out of control, Batman once again appears on the scene.

Defying the odds and a government ban on superhero activity, Batman is joined by Carrie Kelly, a teenage female Robin, as he goes up against Two-Face, the Joker, and the authorities. And then when the government can't ignore him anymore, they send in Superman to stop the Dark Knight.

Batman: The Dark Knight Returns had a great style that has been frequently copied, rarely equaled and never surpassed. It continues to be a top seller more than 25 years after its release.

Other Classics: *Marvels, Ultimates Vol 1, V for Vendetta, Watchmen*

The Walking Dead Compendium: Vol 1

Image Comics; $59.59

Since the late 1940s, there have always been horror comics, and every once and a while over those decades since there would be one or two that would capture the popular psyche and take it for a ride. *Tales from the Crypt, Creepy* and *Tomb of Dracula* come immediately to mind. The biggest successes have come, for whatever reason, when the appeal of the horror transcended the genre and mainstream fans found themselves caught up in the frenzy.

For no horror title is that more true than *The Walking Dead.* Using the backdrop of a zombie apocalypse, writer Robert Kirkman and artist Charlie Adlard have delivered a run of 100 issues (following six with Kirkman and artist Tony Moore) that examine the perils and pitfalls of the human condition. What will desperate people do to survive? How quickly do the pleasant

The ultimate edition of The New York Times bestseller!
THE WALKING DEAD
COMPENDIUM ONE
Robert Kirkman • Charlie Adlard • Tony Moore • Cliff Rathburn

trappings of society fall away in the light of our own mortality?

The television show inspired by the series has helped sell thousands of copies of the various books. The huge tome known as *The Walking Dead Compendium* One collects the first 48 issues of the series (there's also a second Compendium now) and really immerses the reader in the zombie-filled world.

For the record, zombies will haunt your dreams if you read too much of it at once.

Other Classics: *Tomb of Dracula, Creepy, Eerie, Aliens, Neonomicon*

Absolute Sandman: Volume 1

DC Comics/Vertigo

The title that for many defined DC's alternatively-minded Vertigo imprint actually started before there even was a Vertigo imprint. In fact, it ran 46 issues before the Vertigo logo ever appeared on its cover, but probably no other series among its vaunted

history so embodies the mature, alternative, cutting edge feel, even 16 years after the series ended in 1997.

One of the reasons for this success was that the series was very much under the direction of its writer, *New York Times* best seller Neil Gaiman. He teamed with artists Sam Kieth, Mike Dringenberg, Malcolm Jones III, Chris Bachalo, Michael Zulli, Steve Parkhouse, Kelley Jones, Charles Vess and Colleen Doran and others under a series of highly evocative covers by Dave McKean to create a world like no other in comics.

Stretching the mind and the definition of what "the big two" might publish, Gaiman's *Sandman* blends myth, fantasy, drama and legend. This particular collection of the work includes the first 20 issues of the series, giving the reader a huge dose of cutting edge experience.

Other Classics: *Maus, From Hell, Persepolis, Ghost World*

Planet of the Apes: Volume 1

BOOM! Studios; $9.99

Licensed titles are an arena with a rich history ranging from short-lived fads to long-running mainstays. *Star Wars, Star Trek, G.I. Joe, Transformers, Buck Rogers, Flash Gordon, Zorro, The Lone Ranger, Tarzan* and many other comics have had runs from multiple publishers over several decades. There are more recent successes like *Buffy the Vampire Slayer* and *Army of Darkness*, too.

BOOM! Studios' *Planet of The Apes*, though, is one of the best recent examples at which one could point. Writer Daryl Gregory and artist Carlos Magno grab the reader right at the beginning and don't let go, and they do it by doing three things that all the best licensed titles embrace.

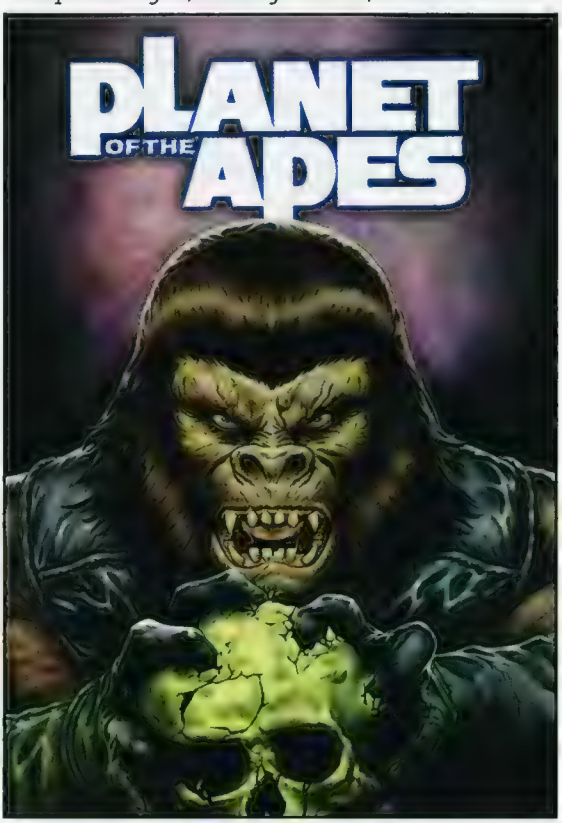
First, they understand the world of its property – both shown and implied – in the original five films.

Second, they see the logical openings for stories within the existing continuity and build on it without discounting the plots and characters and their universe.

Third – and in the end most importantly – they never forget that it has to work as a comic book as well as an extension of that universe, accessible to both hardcore fans and possible new ones.

From the start, *POTA* is a page turner and through the end it remains highly accessible to new readers. It's hard to imagine a better licensed comic.

Other Classics: *Star Wars, Buffy the Vampire Slayer, Transformers, Star Trek*



PRICE GUIDE

for Collectors and Sellers

Welcome to the Bleeding Cool Price Guide, Free Comic Book Day edition! This is a snippet of the kind of prices comics are selling for on the open market. We look at a number of titles and report on the sale prices they have achieved on eBay. A price listed here is no guarantee you'll be able to sell yours for that price, but it might give you an idea of what someone, somewhere, is willing to pay! Retailers who would like to become part of an advisory board for the Price Guide feature should contact Jim Kuhoric via email: *jimkuhoric@bleedingcool.com*

FCBD 2002

Ultimate Spider-Man #1	$8

FCBD 2003

Donald Duck Adventures	$5

FCBD 2004

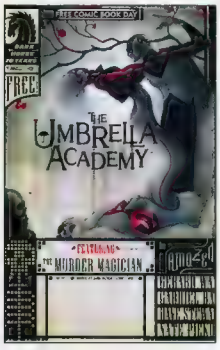
Dungeons And Dragons #0	$3
Mickey Mouse Uncle Scrooge #1	$3
Teen Titans Go!	$2

FCBD 2005

Betty And Veronica	$2
Bongo Comics Gimme Gimme Giveaway	$5
GI Joe/Darkstalkers	$4
Owly Splashin Around	$6
Star Wars	$3

FCBD 2006

Archie's 60th Anniversary Bash	$2
Future Shock	$8
Scott Pilgrim	$30
Star Wars/Conan	$4
Stargate Toy – Jack O'Neil	$30
Superman/Batman	$2
X-Men Runaways	$2



FCBD 2007

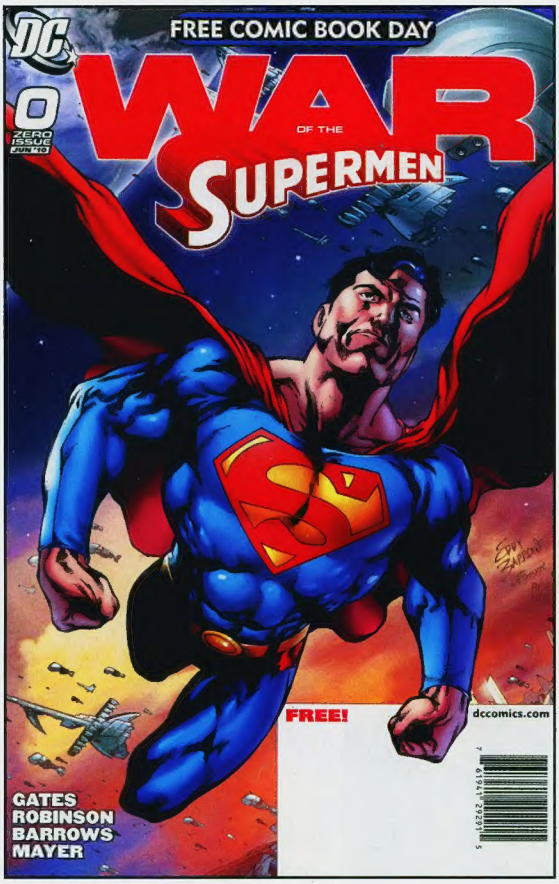
Adventures with the DC Superheros	$5
Hellboy	$5
Legion Of Super Heroes	$3
Lone Ranger #0	$7
Sonic The Hedgehog	$3
Spider-Man	$5
Umbrella Academy	$13
Unseen Peanuts	$10

FCBD 2008

Atomic Robo	$2
EC Sampler	$2
Hellboy The Mole	$3
Sonic The Hedgehog	$3
X-Men	$2

FCBD 2009

Atomic Robo	$7
Blackest Night #0	$6
Bongo Free For All	$4
Cars	$8
Dabel Bros Showcase	$2
Love And Rockets	$9
Minimates	$10
Stuff Of Legend	$6
Teenage Mutant Ninja Turtles #1	$6
Wolverine	$5



FCBD 2010

Archie's Summer Splash	$2
Atomic Robo	$5
DC Kids Mega Sampler	$4
Dr Solar / Magnus Robot Fighter	$8
Fearless Dawn	$7
GI Joe #155 1/2	$5
Green Hornet	$3
Overstreet	$2
Sixth Gun #1	$35
Sonic The Hedgehog	$6
Stuff Of Legend	$10
The Tick	$3
War Of The Supermen #0	$15
World Of Aspen	$7
Yow	$3

FCBD 2011

Atomic Robo	$5
Darkwing Duck	$2
Geronimo Stilton/Smurfs	$2
Green Lantern/Flashpoint	$3
ICE	$15
Judge Dredd/2000AD	$10
Locke & Key	$7
Mickey Mouse	$2
Mouse Guard/Dark Crystal	$7
PEP Comics	$2
Sonic The Hedgehog	$7
Star Wars/Avatar	$8
World Of Aspen	$3

FCBD 2012

Adventure Time Peanuts	$8
Aliens	$6
Atomic Robo	$2
Avengers Age Of Ultron #0.1	$4
Buffy/The Guild	$3
Criminal Macabre/Baltimore	$3
DC New 52	$6
Donald Duck Family	$2
Elvis	$3
Girl With The Dragon Tattoo	$2
Grimm Fairy Tales #73	$13
Hypernaturals #0	$3
Image Comics 20th Anniversary	$7
Infernal Devices Clockwork Angel	$2
Lady Death The Beginning	$3
Mega Man	$4
Most Dangerous Animals	$2
Mouse Guard Hardcover	$6
Overstreet	$2
Smurfs Disney Fairies	$3
Spongebob Freestyle Funnies	$7
Star Wars/Serenity	$10
Thor HeroClix	$6
Tinkerbell Disney Fairies	$7
Top Shelf Sampler	$4
Transformers Regeneration One #80.5	$13
Valiant	$5
World Of Aspen	$2
Yo Gabba Gabba	$6
Zombie Kid	$5

BLEEDING COOL

BCM FCBD Credits

Cover: *Deathmatch* TM © BOOM! Studios, a division of Boom Entertainment

P1 *Extinction Parade* TM © Max Brooks 2013

P2 Photographs by Jim Kuhoric, *Free Comic Book Day Logo* TM Diamond Comic Distributors, *Iron Man TM* ® © 2013 Marvel Entertainment, *Archie* TM © Archie Comics, *Buffy The Vampire Slayer* TM © ® Twentieth Century Fox Film Corporation 2013, *Bionic Man* TM © ® Universal Studios 2013, *The Simpsons* TM & © Twentieth Century Fox Film Corp. 2013 All Rights Reserved, *The Black Beetle* TM © Dark Horse Comics.

P3 – 6 Photographs by Jim Kuhoric, *Buckaroo Banzai* ©2013 Earl Mac Rauch & W.D. Richter, Mylites 2 © E Gerber Products LLC 2013. All rights reserved. ComiCare TM Diamond Comic Distributors, Scotch Magic Tape © 3M Stationary 2013, *Freddy vs Jason vs Ash #1* © 2013 New Line Productions, Inc, MGM Studios, Inc., and DC Comics, Inc.

P8-11 *Herobear* © 2013 Mike Kunkel, *New Genesis* & *Suicide Risk* TM © BOOM! Studios, a division of Boom Entertainment, Inc.

P12 - 14 All rights reserved for respective rights holders. *Invisibles, V for Vendetta, Transmetropolitan,* & *Sandman* TM ® © 2013 DC Comics, *Black Hole* © Charles Burns 2013, *Phonogram* © Kieron Gillen & Jamie McKelvie 2013, *Fun Home* © Alison Bechdel 2013, *2000 AD* ©2013 Rebellion , *Cerebus* © 2013 Dave Sim, *Scott Pilgrim* © Bryan Lee O'Malley 2013.

P15 – 17 *Godzilla* TM © ® Toho Co. 2013, *Teenage Mutant Ninja Turtles* © 2013 VIACOM INTERNATIONAL INC. All rights reserved. *Wild Blue Yonder* © IDW Publishing 2013. *Judge Dredd* © 2013 Rebellion.

P19 – 21 All rights reserved for respective rights holders. *Beanworld* © Larry Marder 2013, *Cowboy Wally* © Kyle Baker 2013, *Sleaze Castle* © 2013 Dave McKinnon, Terry Wiley, Adrian Kermode, 2013, *Bill And Ted's Excellent Comic* © TM Creative Licensing Corporation 2013, Published by Marvel Comics, *Smoke* © Alex De Campi & Igor Kordey 2013, *Arsenic Lullaby* © Doug Paszkiewicz 2013, *A Distant Soil* © Colleen Doran 2013, Longshot Comics © Shane Simmons 2013, *The Actress & the Bishop* © Brian Bolland 2013, & *The BoJeffries Saga* © Alan Moore & Steve Parkhouse 2013.

P24-26 Photographs by Jim Kuhoric. *Batman, Swamp Thing, Y the Last Man, Preacher,* & *Starman* TM ® © 2013 DC Comics, Revival © Tim Seeley & Mike Norton 2013. All rights reserved, *Hack / Slash* © 2013 Tim Seeley, *Pathfinder* TM, © ® Piazo Publishing 2013, *Saga* TM & © 2013 Brian K Vaughn & Fiona Staples, *Doctor Who* © & TM BBC Worldwide 2013, Spike TM ® © Twentieth Century Fox Film Corporation, *Star Wars* © Lucasfilm Ltd & TM. All rights reserved, *Red Team* TM © Spitfire Productions LTD, *Ferals* © TM 2013 Avatar Press, Inc.

P28 – 30 *Harbinger, Bloodshot, Valiant Universe* TM, & © 2013 Valiant Entertainment.

P35 – 37 Photographs by Jim Kuhoric, *Flash Gordon* TM © King Features 2013. *Comic Shop Locator* TM Diamond Comic Distributors. *Creepy & Eerie* © New Comic Company LLC 2013. *Amazing Spider-Man* TM ® © Marvel Entertainment 2013.

P38 – 41 *Absolution* © & TM Avatar Press, Inc.

P44 – 47 *Bone* © Jeff Smith, *The Dark Knight Returns* & *Sandman* TM ® © 2013 DC Comics, *The Walking Dead* © Robert Kirkman 2013, *Planet of the Apes* TM © Twentieth Century Fox Film Corporation 2013.

P47 – 48 *Ultimate Spider-Man TM* © ® Marvel Entertainment 2013, *Umbrella Academy* © Gerard Way 2013, *War of the Supermen* TM © ® DC Comics 2013.

IBC *Extinction Parade* TM © Max Brooks 2013

Next Issue

Rich Johnston continues his scoops and snark as we look at the biggest geek releases of the Summer! From the top comic releases and the hottest Indy titles, to all the biggest news from *World War Z, The Wolverine*, and more! This issue also features his look at the Top Women Working in Comics list! And BCM features a huge Max Brooks interview with the big reveal of his epic new vampires vs zombies series! Exclusive behind the scenes interviews and images turn Bleeding Cool Magazine into your source for summer scoops. Delivering over 100 pages per issue on a bi-monthly release schedule, you are not going to want to miss Rich's Life in the Gutters, Expanded Price Guide, and Hot Comics = CASH columns. Over a million monthly BleedingCool.com visitors can't be wrong! Delivering the best of comics and film with the right mix of innovation, snark, and spell-checking, it's Bleeding Cool!

Item Code: FEB130807

COLLECTORS CORNER

comics . games . toys . collectibles

"Best of Baltimore" 2012

Eisner Spirit of Retailing Nominee 2012

THE COOLEST STORE IN BALTIMORE!

SINCE 2001

Check us out online.

facebook.com/CCMD1

twitter.com/CCMD_ComicsShop

GS CC GAMERS SANCTUARY

GO CC GIRLS ONLY COMICS CLUB

CC ARMY

COLLECTORS CORNER | 7911 Harford Road | Baltimore, MD

410-668-3353 | VISIT US ONLINE www.collectorscornermd.com

All rights are reserved by Collectors Corner and content may not be reproduced.

HULK
EMPIRE
McFARLANE